Xtreme Legends®

DYNASTY WARRIORS® 5

TEEN
T
CONTENT RATED BY ESRB

KOEI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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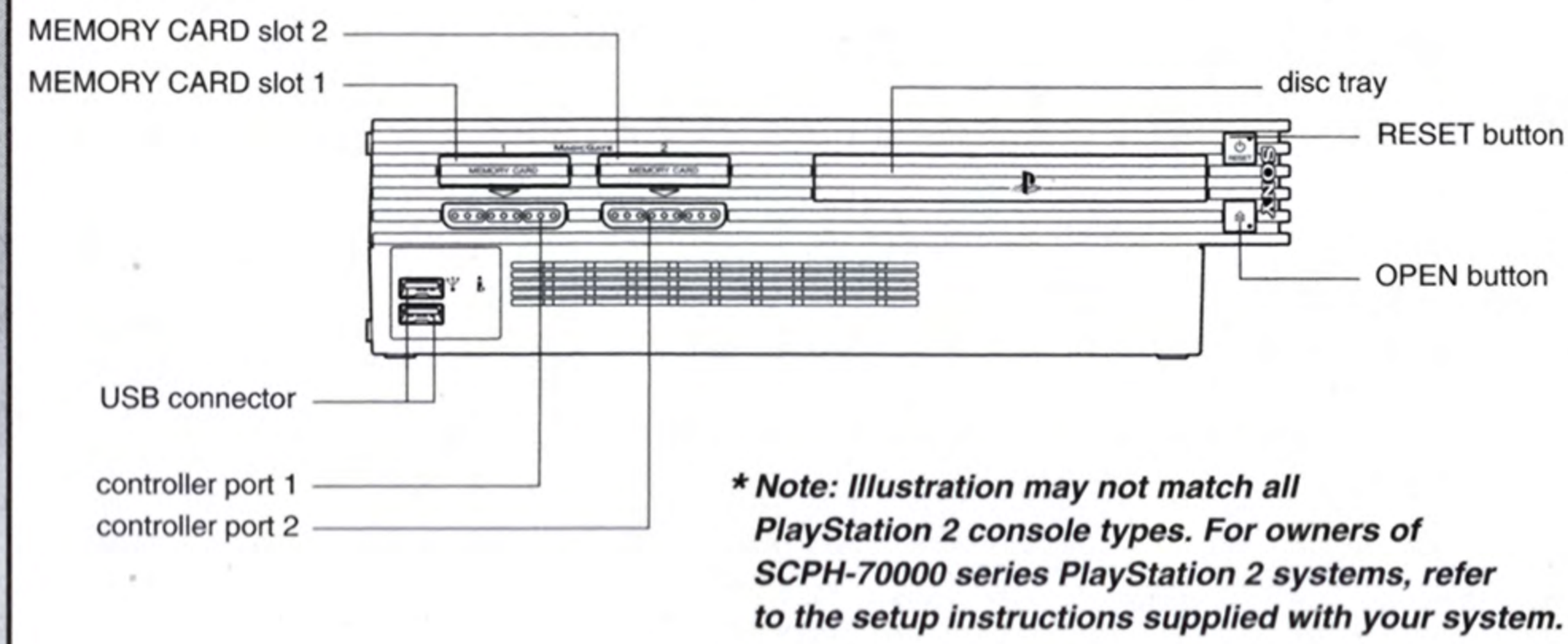
Zuo Ci
The Mysterious Sage

Produced by Omega-Force

Manual Design: Satoshi Yamaguchi

GETTING STARTED

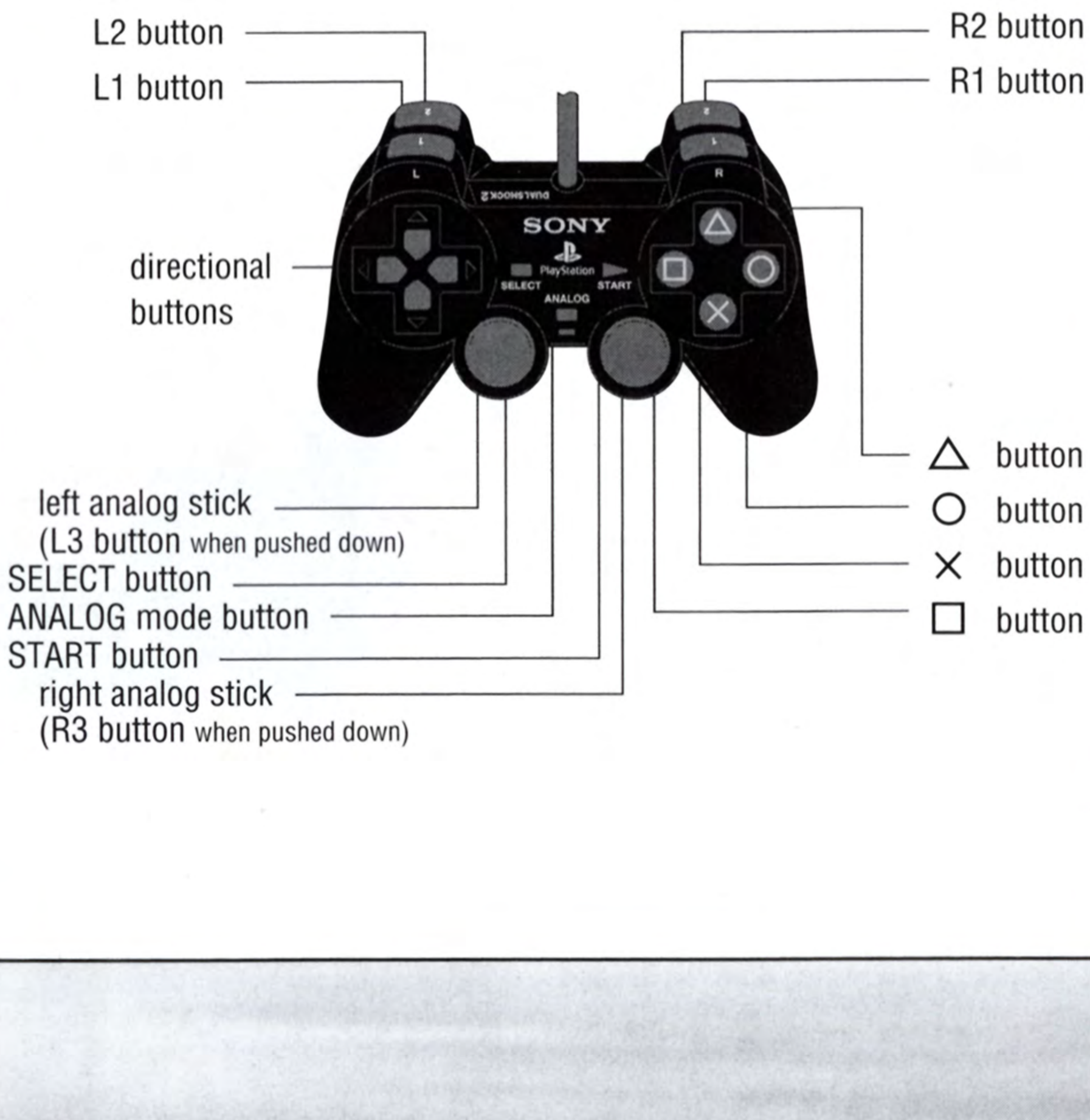


Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Dynasty Warriors®5 Xtreme Legends® disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



Dian Wei

Cao Cao's Trusted Bodyguard

Heart of a Child, Strength of a Demon
Xu Zhu

CONTROLS

How to start and set up the game.

DUALSHOCK®2 analog controller

L2 button

Display Name and Life
Displays the name or in some cases, troop type, as well as the remaining life of each character.

P.31

L1 button

Guard
When the button is pressed, the camera moves behind your character as he/she guards against frontal attacks.

P.39

Parry
While guarding, press the △ button to deliver a counter attack to the enemy directly in front of the character.

P.39

Shift Move
Hold the L1 button down and use the directional buttons or left analog stick to move the character to the side while facing forward.

P.38

SELECT button

Change Bodyguard Orders
In Legend Mode, the following will change your bodyguard's orders:

P.39

In Destiny Mode, the commands are used to control battle units.

P.18

Dynasty Warriors®5 Xtreme Legends® is only compatible with the DUALSHOCK®)2 analog controller. Please confirm whether your controller has this icon or not.

Set controller vibration to On or Off under Controls in the Options menu. When set to On, the controller (DUALSHOCK®2 analog controller) will vibrate. (P.11)

directional buttons/left analog stick

Movement
Use the directional buttons or the left analog stick to move the character.

P.38

START button + SELECT button

When pressed at the same time, the game is reset and returns to the Main Menu. *This function does not work during movies or while saving and loading.

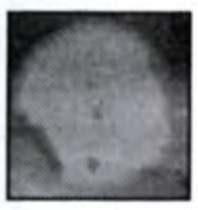
Dynasty Warriors®5 Xtreme Legends® is only compatible with the DUALSHOCK®2 analog controller. When only one person is playing, the controller must be connected to controller port 1.

R2 button

Toggle Maps

Toggle between complete map and zoom map.

Complete Map



Zoom Map

P.31

START button

Pause/Display Information Screen, Skip Event

P.32

R3 button

Musou Rage

After you have obtained a Musou Token, press the R3 button and you will enter Musou Rage. For a set period of time, your power and speed will increase as well as allowing for a more powerful Musou Attack.

Musou Token

P.44

R1 button

Bow Attack

Hold down to raise the bow. Aim using the directional buttons or left analog stick and press an attack button (□/△/○) to shoot.

□ button: Normal attack

△ button: Increased strength, stuns the enemy

○ button: Volley, shoots many arrows at once (may only be used when Musou Gauge is full).

P.41

□ button

Normal Attack

Press to perform a normal attack. Press repeatedly for a combination attack of up to 4-6 hits (depending on the type of weapon and its number of attacks).

P.40

△ button

Charge Attack

Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jumping.

P.42

○ button

Musou Attack

Perform a powerful Musou Attack. Can only be used when the Musou Gauge is full. The Musou Attack continues until the ○ button is released, or the Musou Gauge is depleted. If the Musou Gauge is not full, holding the ○ button down will fill it.

P.41

✕ button

Jump, Mount/Dismount (when standing next to or while on a horse)

P.38

Cao Cao
The Hero of Chaos

Strikes as Swift as Lightning

Xiahou Yuan

STARTING THE GAME

How to start and set up the game.

HOW TO START THE GAME

1. Place the Dynasty Warriors®5 Xtreme Legends® disc in the disc tray and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
2. Pressing the START button during the opening movie or the title screen will bring up the Main Menu.
3. Choose a game mode from the Main Menu.

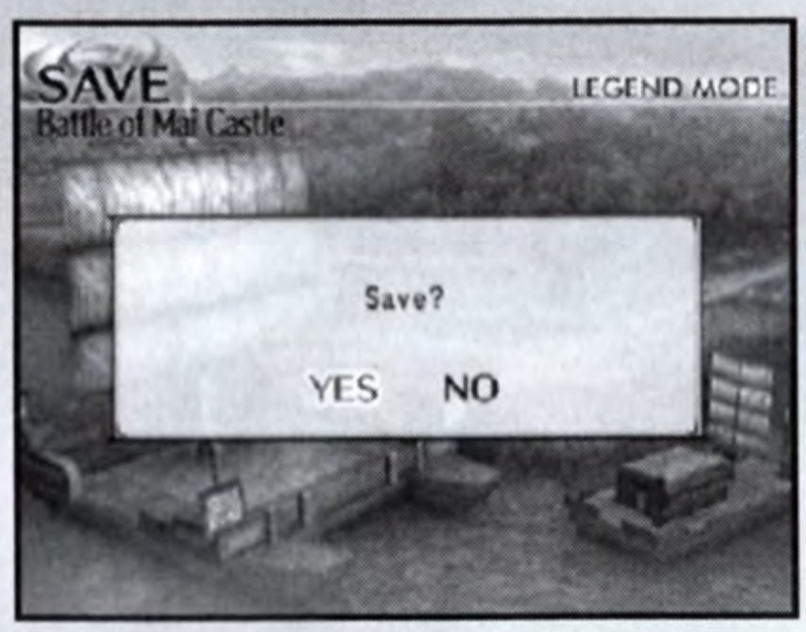
* You must have a memory card (8MB)(for PlayStation®2) to save data. You will need at least 150 KB free in order to save. Refer to your PlayStation®2 user's manual for details.

SAVING

Legend Mode

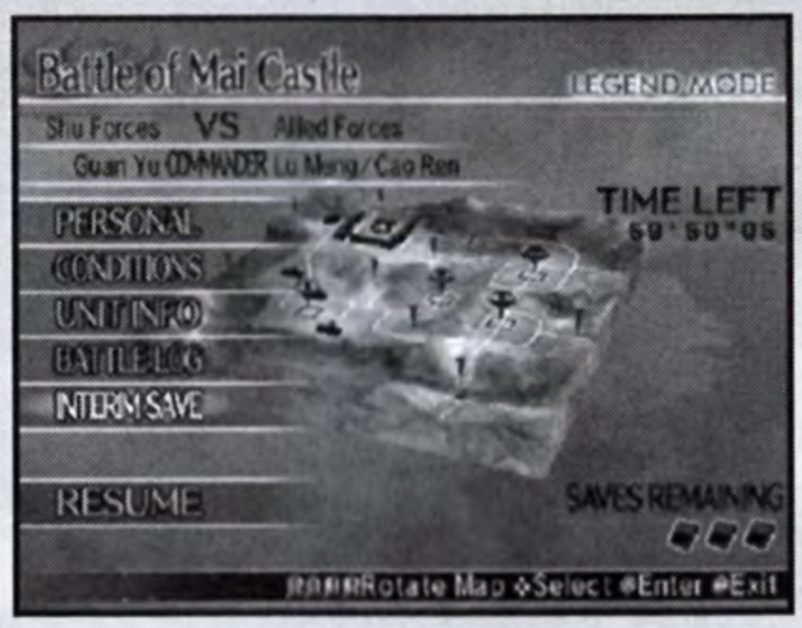
Saving after completing a stage

You will be asked to save your game after seeing the results of the completed stage.



Interim Saves

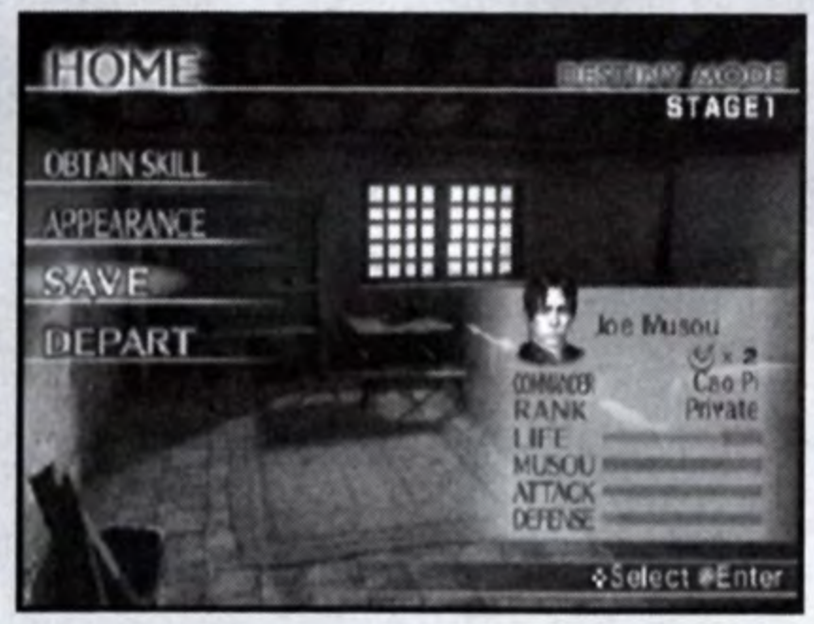
Press the START button during play to bring up the Information screen and select INTERIM SAVE. You may resume your game after saving.
You may only have 1 interim save data for Musou Mode and Free Mode. If you choose to save again at a later point in a stage in either mode, the previous interim save will be overwritten. The number of interim saves allowed per stage depends on the game's difficulty level.



Novice/Easy	Unlimited saves
Normal	3 saves
Hard	1 save
Chaos	No saves

Destiny Mode

You may save your game by selecting "SAVE" in the "HOME" menu. You may resume playing where you left off after saving. Only 1 game may be saved at a time.



Xtreme Mode

You may save your game by selecting "INTERIM SAVE" in the "PREPARATION" menu.

LOADING

Legend Mode

If you have interim save data, the "RESUME" option will appear in the Menu Screen. Select "RESUME" to load the save data.

Destiny Mode

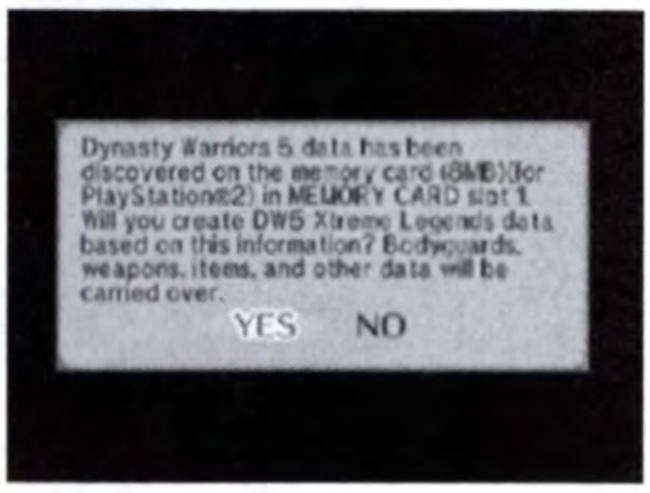
Choose "Destiny Mode" in the Menu and select "RESUME."

Xtreme Mode

Choose "Xtreme Mode" in the Menu and select "RESUME."

*If you select "RESUME" in Xtreme Mode, the interim save data will be deleted.

USING DATA FROM "DYNASTY WARRIORS®5"


Dynasty Warriors 5 data has been discovered on the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Will you create DW5 Xtreme Legends data based on this information? Bodyguards, weapons, items, and other data will be carried over.
YES
NO

It is possible to load data (officers, items, etc.) from "Dynasty Warriors®5" into "Dynasty Warriors®5 Xtreme Legends®."

To do so, begin the game with the memory card (8MB) (for PlayStation®2) containing the "Dynasty Warriors 5" data inserted into MEMORY CARD slot 1. When asked to create data, select YES.

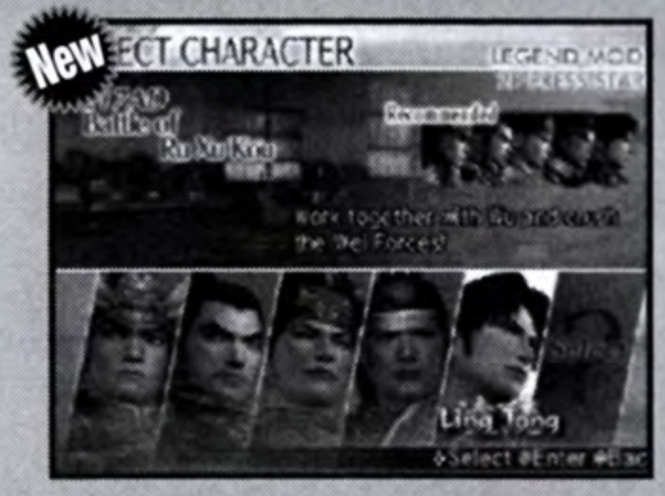
You cannot combine data if you already have a "Dynasty Warriors 5 Xtreme Legends" save.

The Master of Manipulation

Sima Yi

GAME MODES

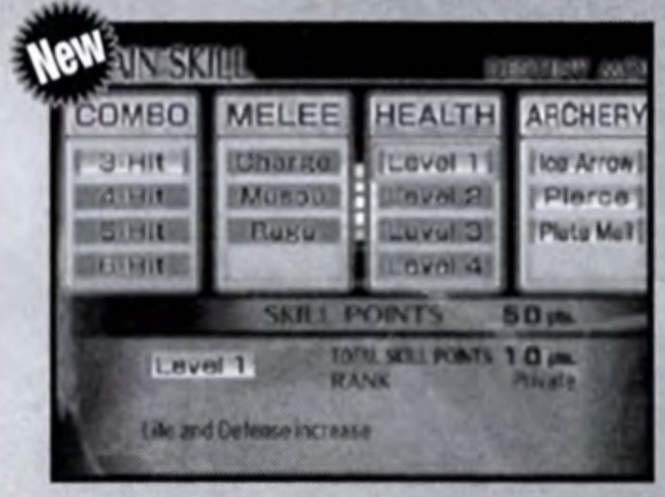
Legend Mode



A short, one-stage scenario. Playable officers will vary according to scenario. You may use any officer you like for scenarios that have been cleared.

P.12

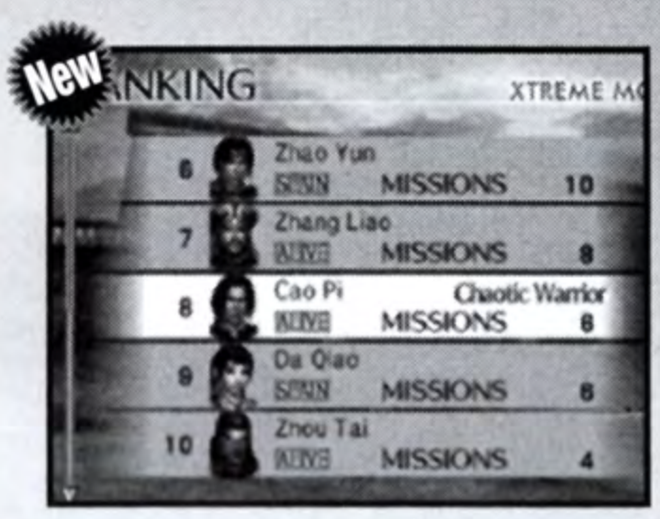
Destiny Mode



Create an original character and play as a soldier serving beneath another officer. Your goal is to work your way up the ranks by developing your character with Skill Points and earning promotions for your deeds in battle.

P.14

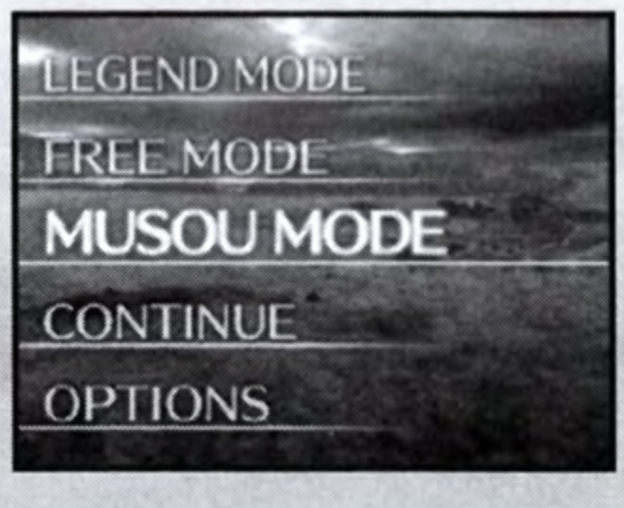
Xtreme Mode


New
XTREME MODE
6 Zhao Yun MISSIONS 10
7 Zhang Liao MISSIONS 8
8 Cao Pi Chaotic Warrior MISSIONS 6
9 Da Qiao MISSIONS 6
10 Zhou Tai MISSIONS 4

Fight through as many continuous missions as you can. Befriend fellow officers, create empires and much more in this mode.

P.22

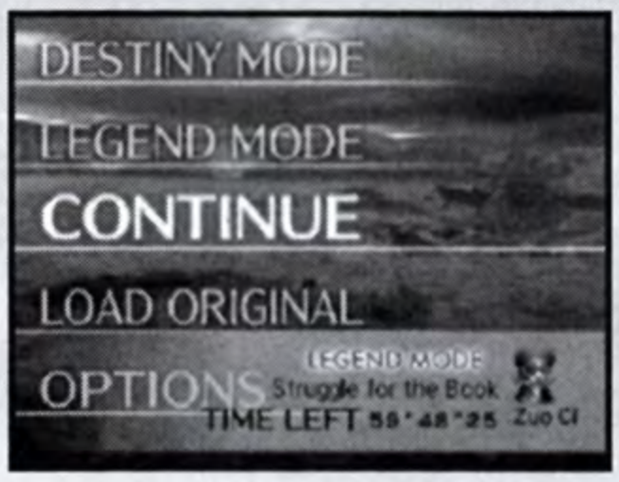
Musou Mode/Free Mode



You can play both the Musou Mode and Free Mode from "Dynasty Warriors®5." This becomes available after obtaining data from "LOAD SCENARIO" (P.10).

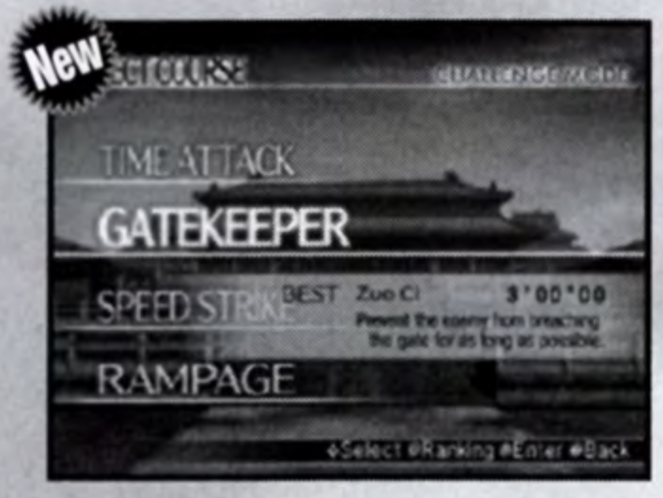
*"Dynasty Warriors®5" is required in order to play Musou Mode/Free Mode. Please refer to the instruction manual for "Dynasty Warriors 5" for more information on these modes.

Continue



This will appear if there is interim save data. This will allow you to resume playing where you left off.

Challenge Mode



Attempt to beat the clock or destroy a certain number of objects, etc. in each Challenge Mode course. Two new courses, "Speed Strike" and "Gatekeeper" are also available.

Conditions for Challenge Mode

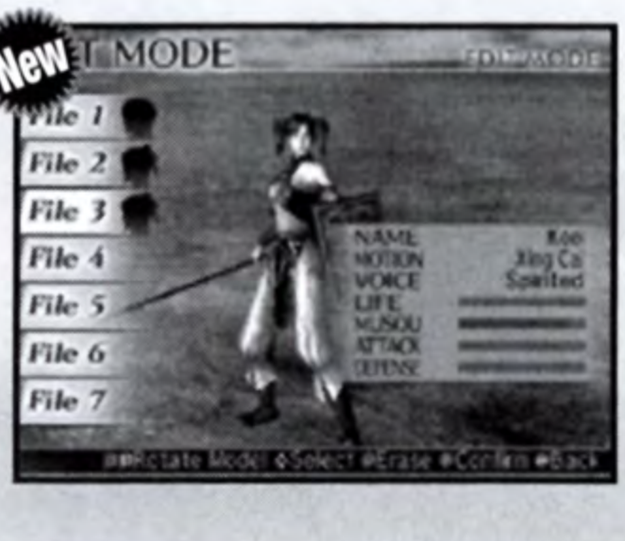
- All attributes are set to default levels
- Items cannot be equipped
- Weapons are limited to 6-hit chain attacks
- Cannot use Edit Characters

Time Attack	Defeat 100 enemies in as little time as possible!
Bridge Melee	Knock off as many enemies as possible in the time given!
Sudden Death	Both the enemy and you can be KO'd by taking a single hit. Take out as many enemies as you can!
Rampage	Defeat as many enemies as possible in the time given!
Speed Strike	Score as many points as you can by defeating enemies and destroying objects in the time given!
Gatekeeper	Prevent enemies from passing your gate. How will you fare against the enemy when protecting multiple gates?

Go Online to Compete in the Rankings!

Enter the password that is displayed after clearing a Challenge Mode stage at this website: www.koei.com/rankings
(The website contents may be changed or discontinued without notice).

Edit Mode



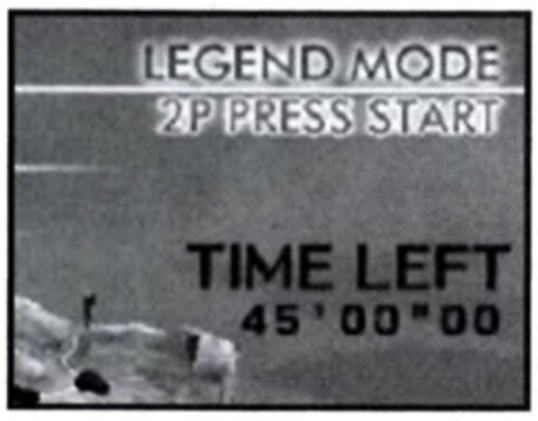
You may create up to 10 original officers in this mode. You may use them in Legend Mode and Xtreme Mode.

P.28

2 PLAYERS

In Legend and Xtreme Mode, 2 players can play a cooperative game together. A second player may join by pressing the START button when "2P PRESS START" is displayed in the upper-right hand corner of the screen.

* A second player may participate in Xtreme Mode only when the mission allows it (P.24).



Camp

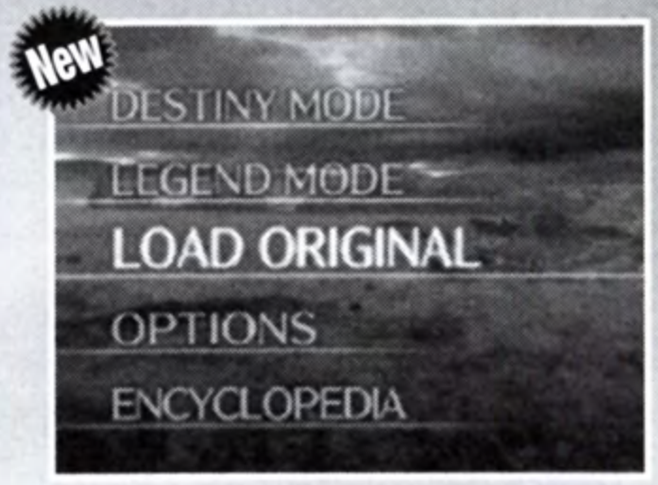
Here you will be able to see officers, weapons, unique items and bodyguards found in the Legend, Musou and Free Modes. P.29

*When viewing officers and bodyguards, use the L1 and R1 buttons to rotate the character model. While viewing officers, you may also use the L2 and R2 buttons to change the character model (for officers that have multiple models).

Encyclopedia

View the Encyclopedia to see the history of The Three Kingdoms and the biographies of officers from the story.

Load Original



This will load the data necessary to play the original scenario (Musou Mode/Free Mode) from the "Dynasty Warriors®5" disc. Follow the directions indicated on the screen when switching discs.

*Pressing the RESET button or turning off the PlayStation®2 console after retrieving the data will result in the loss of that data.

*Do not put anything other than a PlayStation 2 compatible disc while changing discs. Please refer to the PlayStation 2 owner's manual for more information.

Options

Change the game settings and configure the game controls.

*Default setting indicated in bold.

Settings (New)	Events	Events [**On**/Off] *Some of the more important events will be displayed even when this is turned off. You can view the map by selecting one of the following:
	Map Event	[**MANUAL**/AUTO/OFF] MANUAL: The complete map will be displayed when receiving a report. AUTO: The complete map will return back to the zoom map automatically. OFF: The map will not change when receiving reports.
Controls	Vibration	Turn vibration [**On**/Off]
	Bow Control	Set the targeting method for aiming the bow [Normal/Reverse].
	Setup	Reassign buttons on the game controller.
Sound	System	Set sound output type [Dolby Digital Pro Logic II/Dolby Pro Logic II/ **Stereo**/Mono].
	BGM Volume	Set volume of the background music.
	SE Volume	Set volume of sound effects.
	Sound Test	Listen to the background music featured in the game.
Screen Adjust	Use the directional buttons to adjust the display position of the game screen. *Press the START button to return the screen to its default display position.	
Save/Load	Save	Save game options, records and other game data.
	Load	Load previously saved data.
Movies	Watch movies shown during the game. If you select OTHER, you will be able to see the opening movies and game credits.	
Opening	Edit characters appearing in the opening movie.	

Dolby® Sound Setup

● Setting up Dolby® Digital Pro Logic® II

If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, connect your game console to a sound system with a digital optical cable, and select "Dolby Digital Pro Logic II" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the decoding features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic.

● Setting up Dolby® Pro Logic® II

If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, connect your game console to a sound system with either a digital optical cable or an analog cable and select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes.

*This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others may not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

A Soul of Peace, a Man of War
Cao Ren

NEW MODES

An explanation of the new modes introduced in Xtreme Legends.

LEGEND MODE

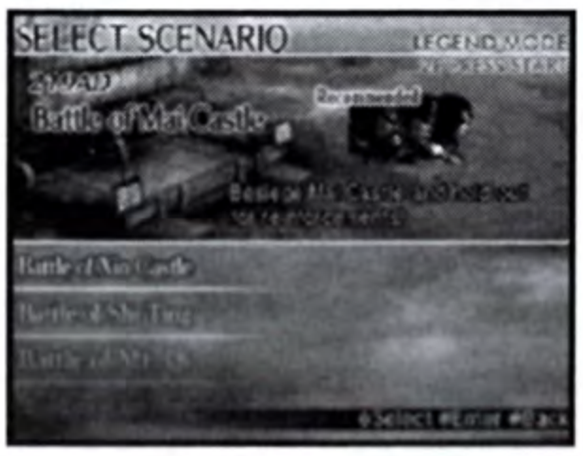
Eighteen all-new scenarios to play.
If you are using data from "Dynasty Warriors®5," (P.7) you may use your developed officers.

Game Flow for Legend Mode

1 SELECT SCENARIO

Choose a scenario to play. There is 1 stage per scenario.

POINT Officers are scenario specific.



2 SELECT DIFFICULTY

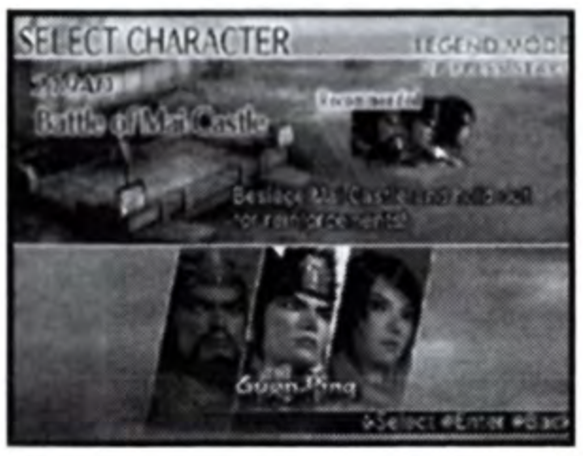
Choose a difficulty level. There are 5 levels, from "Novice" to "Chaos."

POINT You must play at a difficulty level of "Hard" or higher in order to obtain certain items.

3 SELECT CHARACTER

Choose an officer to play from the recommended list.

POINT You may use any officer you like once you have cleared the stage.



VICTORY CONDITIONS FOR LEGEND MODE

Victory Fulfill all victory conditions for the stage.

Defeat The game will be over if any of the following occurs:

- You are defeated during a battle (In a 2 Player game, the game will be over when either player is defeated during battle)
- You meet any conditions for defeat specified for the stage
- Time runs out

4 PREPARATION P.32

Confirm your victory/defeat conditions and prepare for battle.

POINT | Don't forget to equip weapons, items and bodyguards here.

5 BEGINNING THE STAGE P.30

Follow the messages displayed during battle and advance against the enemy. You will have successfully cleared the stage when all victory conditions have been met.

POINT | Take care not to take on the enemy by yourself.

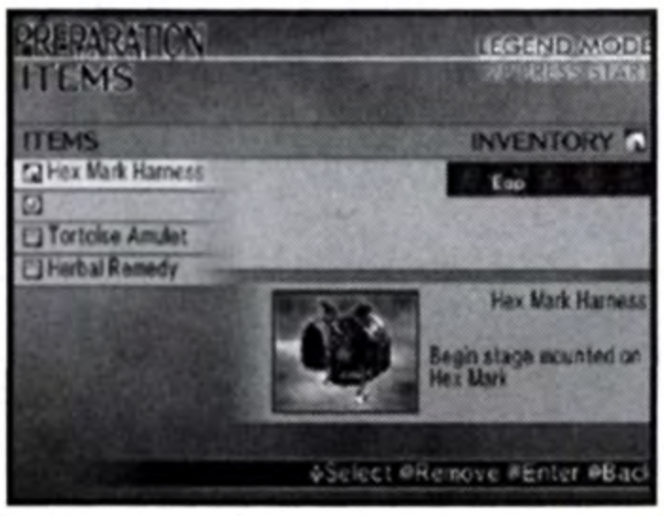
6 RATING P.33

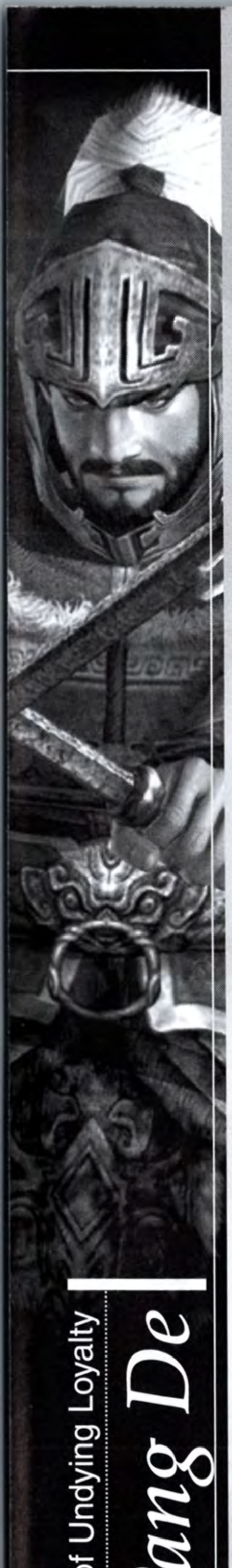
Details of acquired weapons, items, power-ups and points will be displayed here (P.29).

POINT | You can use power-ups to power up officers and weapons while in the CAMP.

LOOK FOR WEAPONS AND ITEMS!

In Legend Mode, you can acquire items that appear in "Dynasty Warriors®5." Try locating any items you may have missed in "Dynasty Warriors 5." However, orbs (P.35) and other unique weapons (P.36) can only be obtained by playing the game difficulty level set on "HARD" or greater.





DESTINY MODE

You play as an ordinary soldier serving beneath a commanding officer. Your goal is to work your way up the ranks.
*There is no 2 player option in Destiny Mode.

Game Flow for Destiny Mode

You fight your way through 8 stages, working your way up the ranks by acquiring new skills and earning the respect of your commanding officer. Espionage, betrayal; there will be many important decisions to make on the path to glory.

CREATE YOUR CHARACTER
Choose a name, gender and weapon for your character.

HOME P.16
Gain Skills. Always save before leaving.

PREPARATION
Choose your goal. Don't forget to equip your weapon.

STAGE
Fulfill your mission objectives.
Make sure to impress your officer!

RATING P.21
Gain Skill Points. You will be promoted if you have a high rating!

The enemy may ask you to defect to their side...

Clear the 8 stages

CLEAR
Register your character as an Edit Character.

Rules for Destiny Mode

Here are some rules specific to Destiny Mode.

- Your attacks and moves will vary depending on your skills.
- You can equip any type of weapon that you may come across.
- Only enemy units you have made contact with will appear on the complete map.
- Enemy base types will be unidentifiable until you receive information.
- There will be several Gate Captains and Guard Captains defending each base.
- Ability upgrade items (P.34) and equipped items (P.35) do not appear.

Rise Through the Ranks

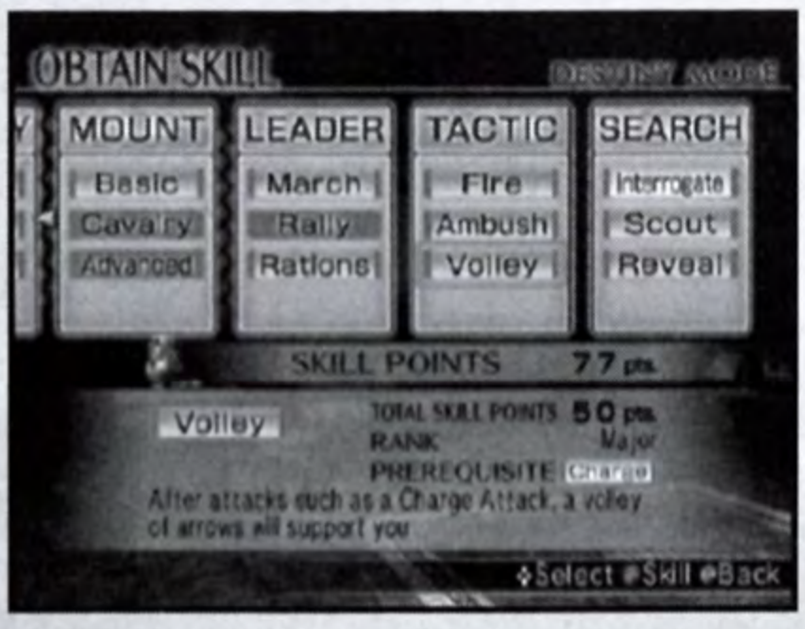
CREATE YOUR CHARACTER

First, you must create a character. Enter a name (P.28) and choose a face and weapon. The weapon will determine the character's animations and moves set. Choose which officer you wish to serve.

*The settings will not affect the character's abilities or attributes.

GAINING SKILLS

In the beginning, you will only be able to perform a 2-hit combo. By learning new skills, you will eventually learn more powerful moves like the Charge and Musou attacks, as well as special strategies. You can get new skills by obtaining Skill Points during battle (P.16).



BATTLE
1. Fulfill Mission Objectives
2. Fulfill Victory Conditions

▶

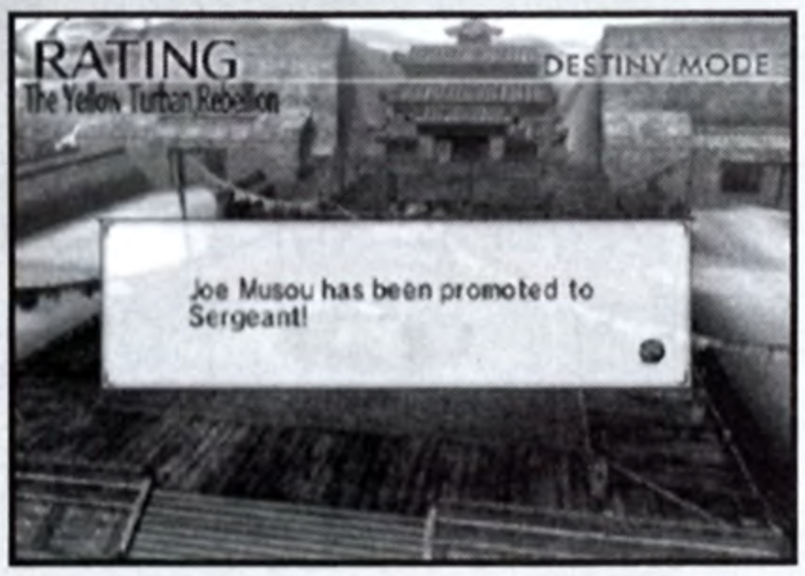
RANKING
Gain Skill Points

▶

HOME
Gain Skills

PROMOTION

You will rise in rank if you perform well during battle. Skills such as Attack will increase and additional skills will become available. In addition, you will receive subordinate troops to command. You can command them by pressing the SELECT button.



Private ▶ **Sergeant** ▶ **Major** ▶ **Lt. General**

1. Abilities increase
2. High level skills available
3. Numbers of subordinates increase

VICTORY CONDITIONS FOR DESTINY MODE

Victory Fulfill all victory conditions for the stage.

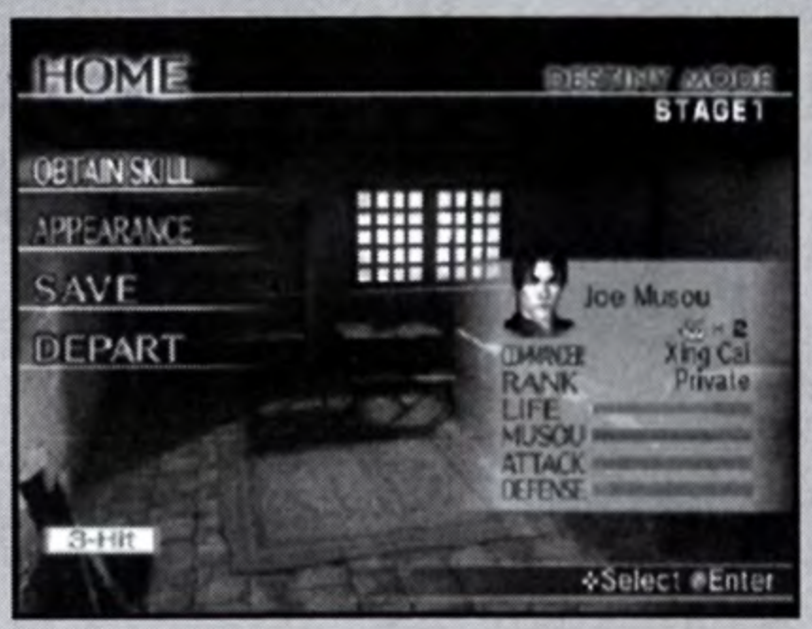
Defeat The game will be over if any of the following occurs:

- You are defeated during a battle
- You meet any conditions for defeat specified for the stage
- Time runs out

*There are stages that you can clear beyond the given time limit.

Zhou Yu
The Wise and Talented Tactician

Home



You prepare for battle while at home.

■OBTAIN SKILL
Learn new skills for use in battle.

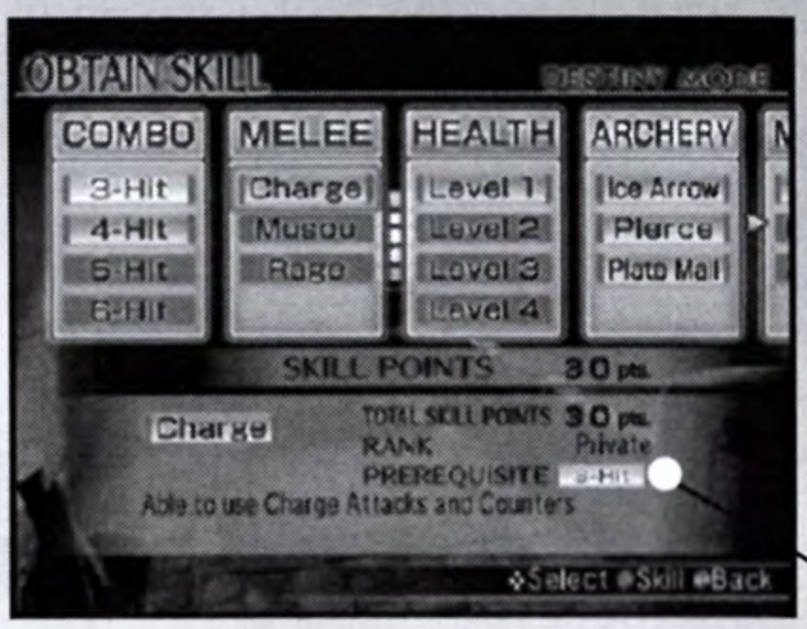
■APPEARANCE
Change your appearance. New attire can be given to you by your commanding officer.

■SAVE
Saves the game (P.7). You can only have 1 saved game.

■DEPART
Head off to battle.

Obtain Skills

If you select "OBTAIN SKILLS" while at Home, you can obtain new skills by using your Skill Points. There is no limit to the number of skills you can acquire.



3-Hit Acquired

4-Hit Available

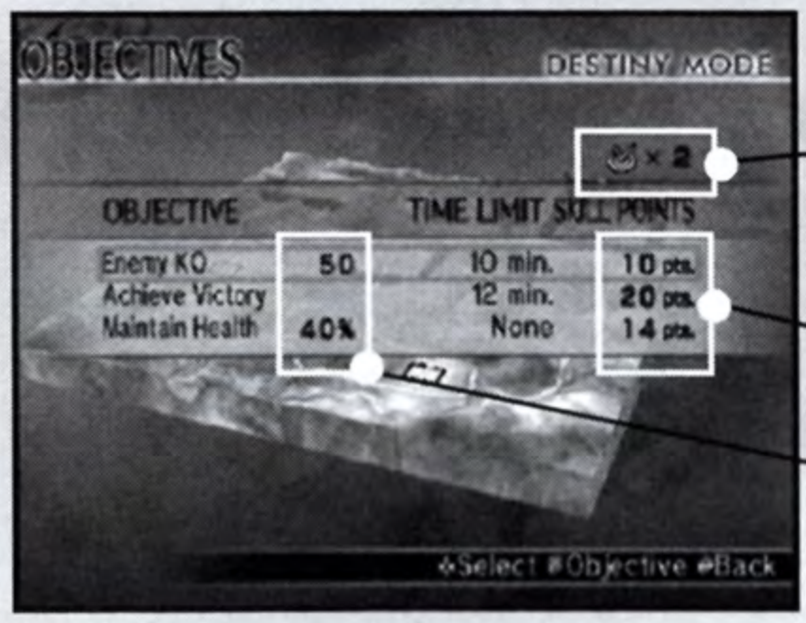
5-Hit Currently Unavailable

Requirement

Select Objectives

Selecting "OBJECTIVES" in the Info Screen at the beginning of the battle will allow you to select your mission objectives. You will receive Skill Points by completing these objectives. If you finish the stage without clearing your objectives, you will have failed to achieve your objective(s) (with the exception of "Maintain Health").

*Objective Success/Failure will not affect army morale or your evaluation.



# of selectable objectives

Private, Sergeant: Max of 2
Major, Lt. General: Max of 3

Rewards for fulfilling mission objective

Amount Required

Minimum requirement for letters, KOs, etc.

OBJECTIVE DIFFICULTY

When you accomplish an objective, fulfilling that same objective in a later stage becomes more difficult. You will receive more skill points as the objectives become harder to clear.

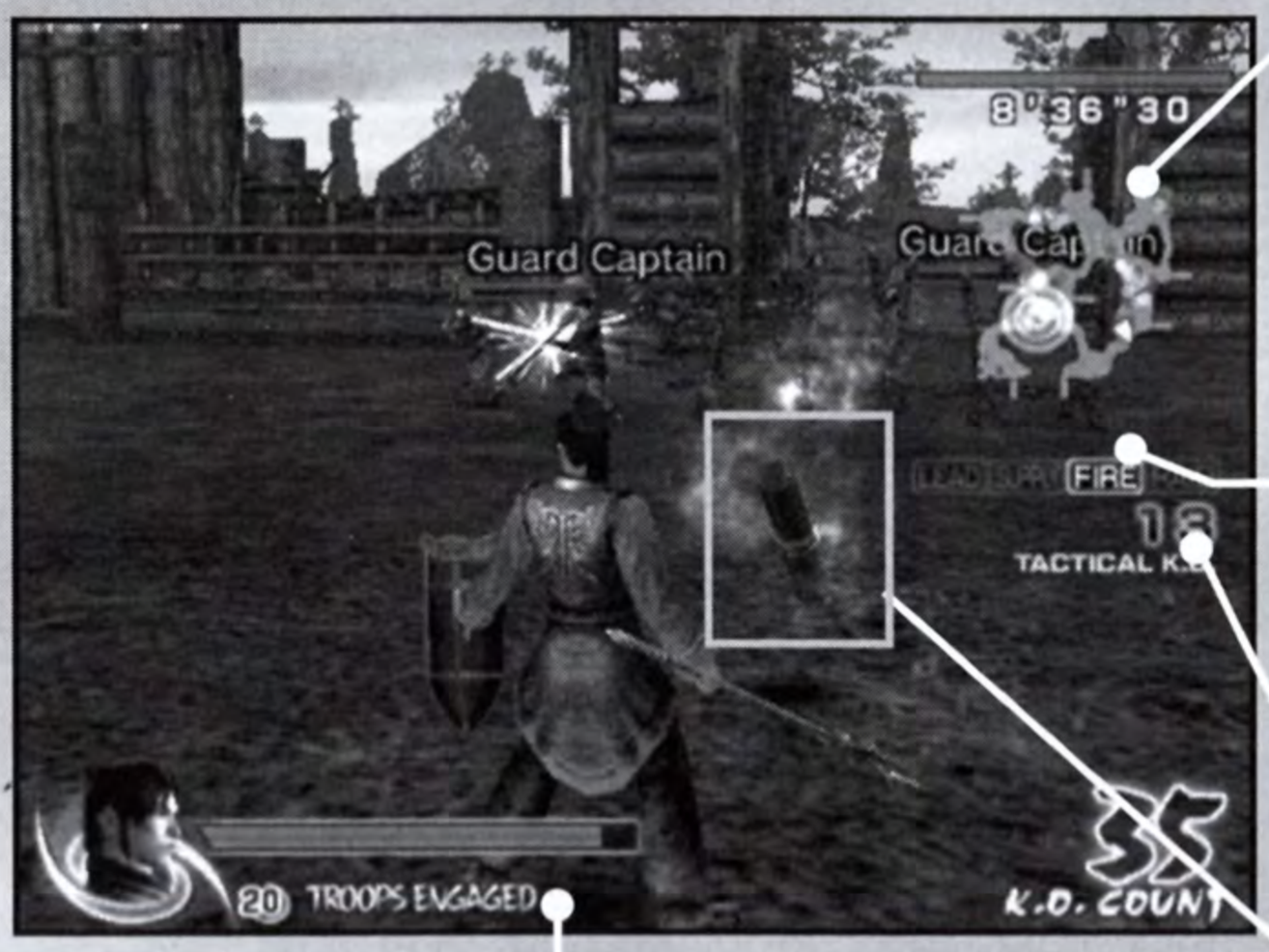
LIST OF SKILLS

TYPE	SKILL	DESCRIPTION	SKILL POINTS	RANK	REQUIREMENT
COMBO	3-Hit	3-hit combo	20		
	4-Hit	4-hit combo	30		3-Hit
	5-Hit	5-hit combo	40	Sergeant	4-Hit
	6-Hit	6-hit combo	50	Major	5-Hit
MELEE	Charge	Charge attack & deflect	30		3-Hit
	Musou	Musou Attack	60	Private	4-Hit
	Rage	Evolution & Musou Rage	70	Lt. General	6-Hit
HEALTH	Level 1	Life & Defense Up	10		
	Level 2	Life & Defense Up	20	Sergeant	Private
	Level 3	Life & Defense Up	30	Major	Sergeant
	Level 4	Life & Defense Up	40	Lt. General	Major
ARCHERY	Ice Arrow	Freezes enemies	30		
	Pierce	Bow attack up; arrow pierces enemies	20		
	Plate Mail	No longer stunned by arrows	20		
MOUNT	Basic	Can ride horses and elephants	10		
	Cavalry	Start stage mounted on horse	40	Sergeant	Basic
	Advanced	Defeat an enemy in 1 hit by attacking or charging into the enemy at full speed	60	Lt. General	Basic
LEADER	March	Increases speed for friendly units when nearby	60	Major	
	Rally	Increases attack for friendly units when nearby	80	Major	
	Rations	Increases life for friendly units when nearby	40	Major	
TACTIC	Fire	Execute a Fire Attack inside an enemy base or when standing at the gate. Make sure not to jump or attack for 5 seconds.	60	Sergeant	
	Ambush	Position troops by pressing the SELECT button. Press it again to execute an ambush.	40	Major	
	Volley	Arrows will be fired after a Charge Attack is performed.	50	Major	Charge
SEARCH	Interrogate	You can get letters from enemies other than messengers.	20		
	Scout	Able to learn info on nearby enemy bases and the radius to spot enemy units increases.	20		
	Reveal	Detect enemy traps and ambushes.	20		

Taishi Ci
The Warrior of Steadfast Loyalty

Destiny Mode Screen

The following appears in addition to the information found on the normal screen.



MAP

☐ appears on the map where ambush troops are ready.

☐ (Green)	Ambushing
☐ (Yellow)	Raid-ready
● (Blue)	Location of officer

TACTICS IN PROGRESS

The number of Tactical KOs will be counted here. (P.19)

TACTICAL KO

Number of Tactical KOs

LETTERS

Letters appear when defeating a messenger.

STATUS OF YOUR SUBORDINATE TROOPS

A status bar displaying the status of your subordinate troops appears when you reach a level of 2 or higher.

TROOPS ENGAGED	Your troops will engage the enemy that they encounter.
TROOPS WAITING	Your troops will remain in the location specified (not available if you have "Ambush")
PREPARING AMBUSH	Your troops will prepare an ambush in the location specified ("Ambush" skill required)
AMBUSH READY	Your troops will hide until the appropriate moment of attack ("Ambush" skill required)

Executing an Ambush

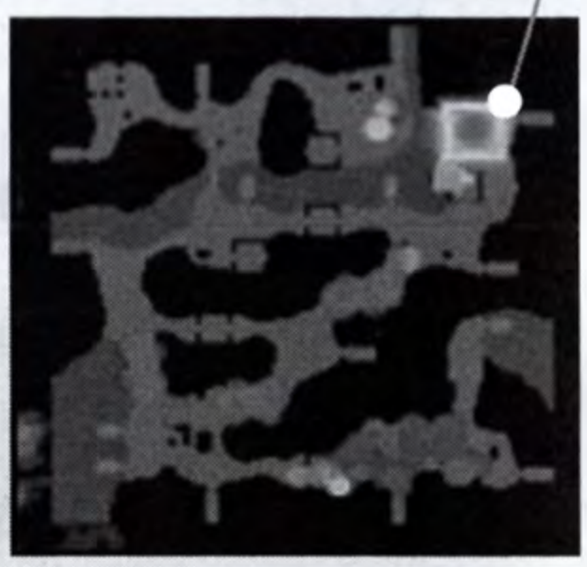
Once you have the skill "Ambush," you may execute an ambush by pressing the SELECT button.

AMBUSH PREPARATION AND EXECUTION

1. Press the SELECT button in the location you would like to stage an ambush.
2. Once your troops are ready, green squares will indicate possible ambush spots on the complete map.
3. When an enemy captain enters the ambush zone, the green square will turn yellow. Pressing the SELECT button will execute the attack.

*If you execute an attack when there are no enemies near the ambush zone, the ambush troops will be dispersed. If you attempt to set up an ambush where the enemy is located, the ambush troops will need more time to get ready for their attack.

Ambush Zone



ACQUIRING INFORMATION DURING AN AMBUSH

After your ambush troops have prepared themselves, any messengers that pass through the ambush zone will give up their letters to you. If an enemy army enters the ambush zone, that army will be revealed to you.

HOW TO USE TACTICS

If a tactic is successful, the tactic name on the right of the screen will light up. If you or your friendly units defeat enemies that have fallen for the tactic, it will be calculated as a Tactical KO.

LEAD ("RALLY" SKILL REQUIRED)

During a battle, "Lead" will automatically activate and increase the attack strength of friendly units. The enemies defeated by friendly units will be counted as a Tactical KO.

SUPPLIES

You will have to find Supply Depots by either entering an enemy base or by obtaining letters. If a friendly unit captures a Supply Depot, "Supply" will take effect and the enemy's morale will decrease. If friendly units defeat an enemy while their morale is decreased, it will be counted as a Tactical KO.

*If a friendly unit discovers a Supply Depot instead of you, the enemies defeated will not be counted as a Tactical KO.

FIRE ATTACK ("FIRE" SKILL REQUIRED)

Initiate the attack by moving without attacking or jumping for 5 seconds either inside the enemy base or near its gate. The "Fire Attack" will activate and the life of all enemies who defend the base will be decreased. Any enemies defeated by friendly units will be counted as a Tactical KO.

RAID

Successfully execute "Raid" and any enemies defeated by friendly units will be counted as a Tactical KO.

■ Raid by "Ambush" (Required Skill: "Ambush")
Order your troops to execute an ambush and they will raid the enemy (P.18).

■ Raid by "Reveal" (Required Skill: "Reveal")
Any enemy troops hiding to ambush you will be revealed when you approach them.

Acquiring Letters & Weapons

You will acquire a letter after defeating a messenger. When you acquire a letter, the enemy's position and/or their base location will be revealed. With the "Interrogate" skill, you will be able to get letters from other enemy units as well.
You may acquire weapons when you defeat a Supply Captain.

Work Together with Your Officer

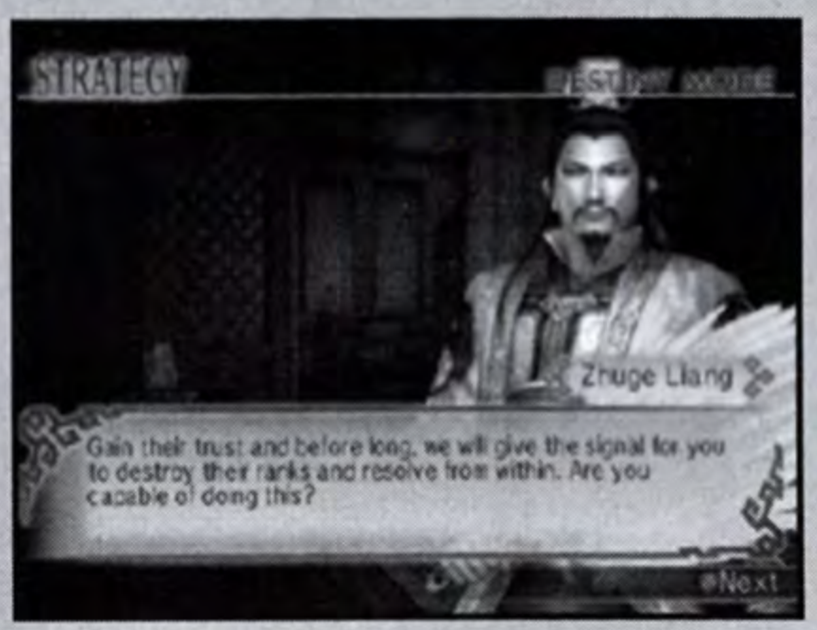
Fighting near your officer is to your advantage.
*If you are Sergeant or higher, your officer will not warn you if you go out too far.

BENEFITS OF FIGHTING WITH THE ARMY

- You will be given a life recovery item when your life runs low
- Your officer will rally the troops and the entire army's strength and life will rise momentarily
- Contribution To Unit (P.21) increases more easily.

Betrayal & Defection

Commanding officers and strategists may come and ask you to pretend to defect to the enemy. If you accept, you will serve the enemy officer for a few turns and will then be given a chance to "Betray" your new master and return back to your original side.
*Your rating will not be affected if you refuse your officer's request.

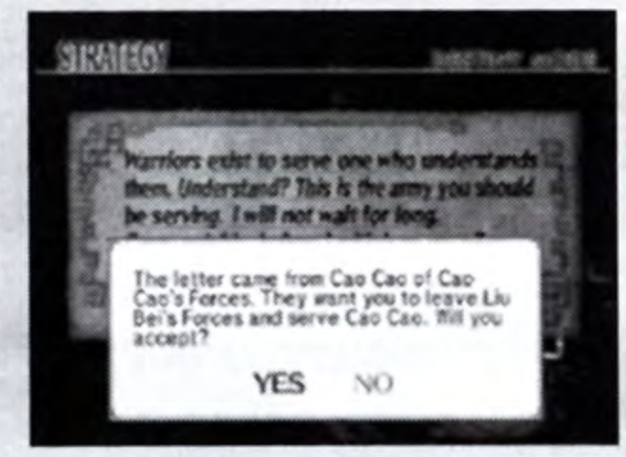

STRATEGY
Zhuge Liang
Gain their trust and before long, we will give the signal for you to destroy their ranks and resolve from within. Are you capable of doing this?
Next

HOW BETRAYAL WORKS

You will be told by your original ruler to advance to a position on the map at the beginning of the battle. Once there, your "new" officer will go to meet you. Your betrayal will be complete when the officer has arrived.
If the officer gets caught in a fight on the way, you should go and offer your assistance and then lead the officer to the designated point. If you fail to perform the betrayal within the time allowed, you will be forced to remain with the side you pretended to defect to.

An Offer from the Enemy

You may receive a letter from the enemy asking you to defect to their forces. If you accept their offer, you will begin the next stage with your new affiliation. Your chances of receiving such a letter are increased if you impress the enemy officer during battle by performing special moves or by fulfilling Tactical objectives.


STRATEGY
Warriors exist to serve one who understands them. Understand? This is the army you should be serving. I will not wait for long.
The letter came from Cao Cao of Cao Cao's Forces. They want you to leave Liu Bei's Forces and serve Cao Cao. Will you accept?
YES
NO

REGISTERING AN EDIT CHARACTER

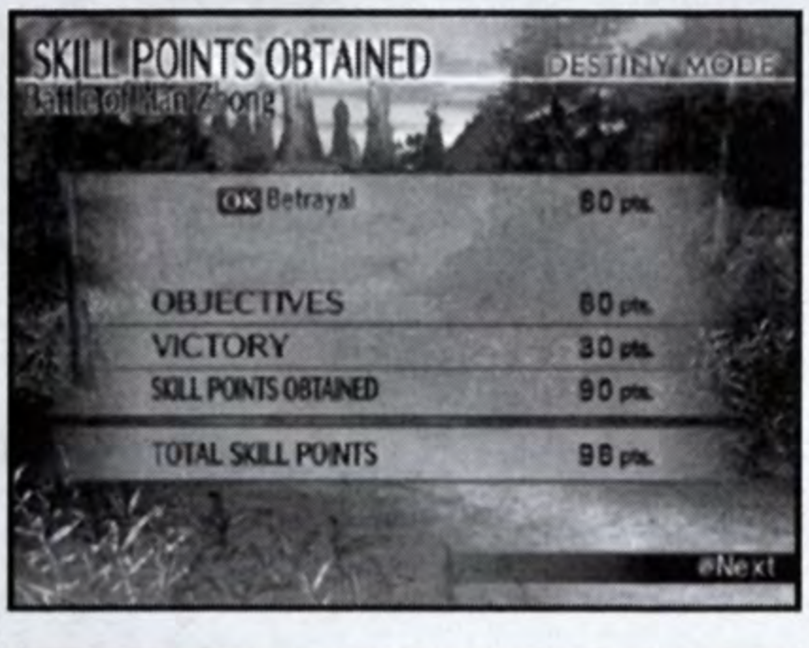
You may register your character as an Edit Character (P.28) after clearing all 8 stages. Acquired skills will not be carried over and your character will be registered as an ordinary officer. The number of Skill Points acquired during the Destiny Mode will affect the overall strength of your Edit Character.

RATINGS FOR DESTINY MODE

Results will be displayed after completing a stage.

ACQUIRED SKILL POINTS

You will receive Skill Points for fulfilling objectives. You will also be given 30 points for being victorious.



RATINGS FOR DESTINY MODE

You will be promoted if you receive a high evaluation after completing a stage.

Military Rating
The number of enemies defeated.

Strategy Rating
The number of opponents defeated with a Tactical KO (P.19) and the number of letters acquired (P.19).

Contribution To Unit
This shows how much you contributed to your officer's unit. The following actions are considered to be contributions:

- Fighting near your officer
- Defeating an enemy officer your officer has specified
- Acquiring information
- Discovering Supply Depots
- Exposing a trap
- Raids
- Defection from the enemy
- Rescuing your officer

Rewards from Your Officer

You may receive weapons or clothing from your officer as rewards. Equip weapons during "PREPARATION" (P.32) and change your clothing by choosing "APPEARANCE" while you are at HOME (P.16).

*Changing your clothes will not change your abilities.

Receiving Skills

If your Rating is high enough, your officer will teach you a new skill.
Your officer will either teach you the skills which they are proficient in or a Combo skill, such as "3-Hit" (P.17).

RATING
DESTINY MODE
Battle of Nan Yang
Xing Cai
Would you mind training with me? I think you'll find some use out of these techniques that my father taught me.
Next

XTREME MODE

The Xtreme Mode challenges you to see how many stages you can clear in a row before dying.

Game Flow of Xtreme Mode

You must face stage after stage until your life runs out. During missions you will make allies, build your own empire and experience several events. On the Preparation screen after clearing a stage, you may choose to continue fighting, stop, or save your data.

PREPARATION P.24

Decide whether you want to proceed to the next stage or exit the game. You can also switch your reserve officers.

SELECT DESTINATION P.24

Choose from 3 destinations.

SHOP P.25

Buy items to recover health or improve your weapon.

MISSION (STAGES)

Fulfill the Victory Conditions!

To the next mission

VICTORY

Your health will not recover after completing a stage

DEFEAT

FINISH

There are two ways to finish:

1. Choose "EXIT" in Preparation (you will receive extra Bonus Iron)
2. The game is over if you are defeated

RANKING

You will be given a Title that reflects your performance. You will receive Bonus Iron and Power-Up Items.

*Bonus Iron
You will receive 10% of your collected Iron as Bonus Iron (5% if you are defeated). The next time you play, you will start with the Bonus Iron acquired from the previous game. Bonus Iron is accumulated each time you play.

Rules for Xtreme Mode

The following rules will apply to Xtreme Mode:

- Your character will start off at default ability and weapon levels.
- No health will be recovered after completing a stage.
- Character improvements, increased levels of weapons, and acquired items will not be saved after the mode is finished.
- Treasure boxes and Item sacks do not appear.
- Items equipped will disappear after the stage is over.
- Any items purchased at the Shop will increase in price each time they are purchased.
- Items will not increase in level after defeating an enemy with a combo.
- World settings and relations between characters are random.

Officer Growth and Weapon Improvements

You may increase your character's ability and improve weapons by equipping items and using ability boosting items.

* All character/weapon improvements will be lost by exiting the game.

OFFICERS

Your attack and defense can be increased by purchasing items such as swords and shields. These items may also appear after defeating enemy officers.

WEAPONS

You may improve your weapons by using your Iron at the Blacksmith (P.25).

ITEMS

You may obtain items by fulfilling certain conditions before or during a stage. Be careful when you use an item, as it will disappear after a single use.

VICTORY CONDITIONS FOR XTREME MODE

Victory Fulfill all victory conditions for the stage.

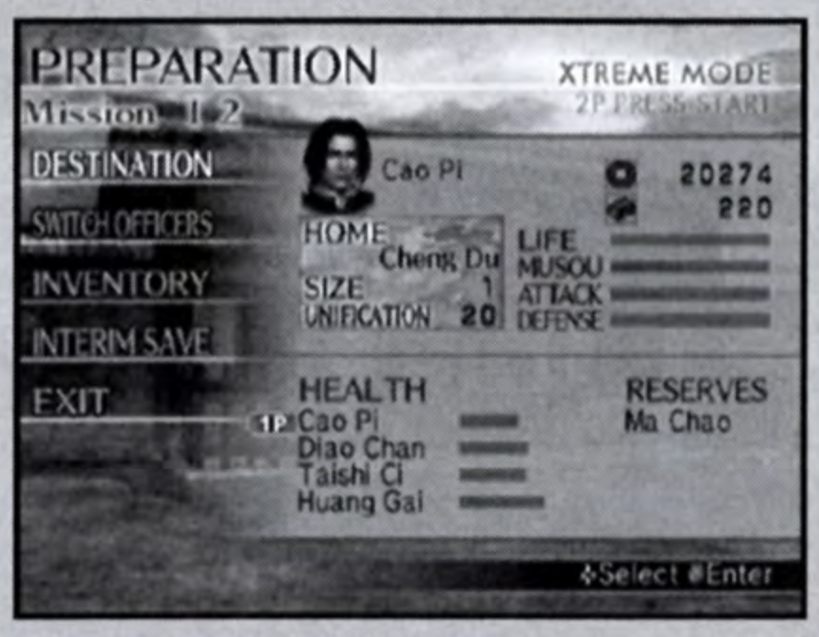
Defeat The game will end if any of the following occurs:

- If you are defeated during a battle (In a 2 Player game, the game will end if either player is defeated.)
- If you run out of time

Huang Gai
The Master of Martial Arts

Preparation

You will make preparations when beginning Xtreme Mode and after you clear a stage.



Gold Iron

HOME Name of the land you created.

SIZE The size of your kingdom. The larger the number, the more facilities that you will have (P.27).

UNIFICATION Percentage of the land you have unified under your control (P.27).

DESTINATION
Proceed to the next stage.

SWITCH OFFICERS
You may select or change allies to take with you (P.26).

* When successfully completing a stage, your allies will recover a small amount of life.

INVENTORY
Confirm what weapons and items you currently own.

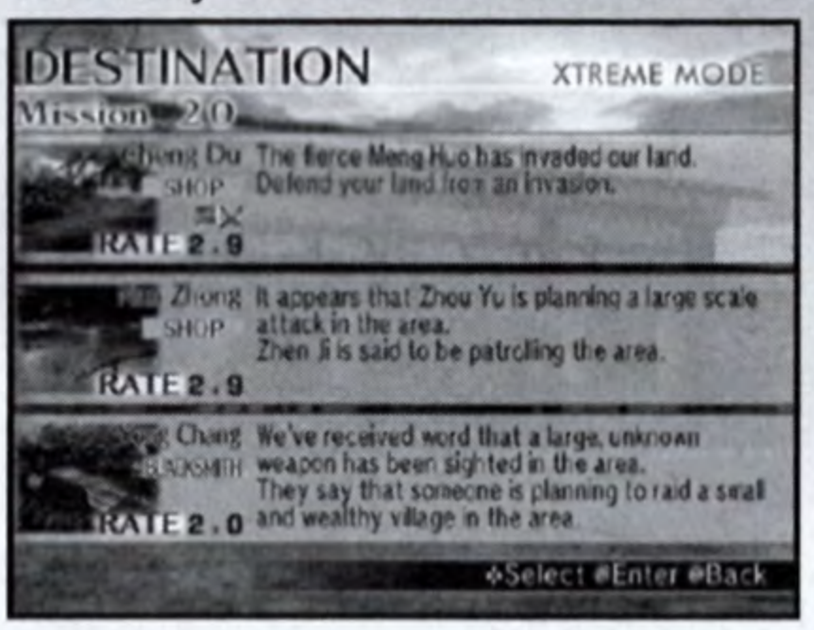
INTERIM SAVE
Save the game (P.7).

EXIT
Ends the game and displays the Rankings.

QUIT 2P (If there is a second player)
Player 2 will exit the game.

Select Destination

You may choose from 3 destinations.


DESTINATION
XTREME MODE
Mission 2-0
Cheng Du
SHOP
RATE 2.9
The fierce Meng Huo has invaded our land.
Defend your land from an invasion.
Zhong
SHOP
RATE 2.9
It appears that Zhou Yu is planning a large scale attack in the area.
Zhen Ji is said to be patrolling the area.
Chang
BLACKSMITH
RATE 2.0
We've received word that a large, unknown weapon has been sighted in the area.
They say that someone is planning to raid a small and wealthy village in the area.
✥Select ●Enter ●Back

BLUE Allies **RED** Enemy

GREEN Items, etc.

Home

Important Battle (P.27)

SHOP/BLACKSMITH

You can buy items at a Shop and improve your weapons at a Blacksmith.

RATES FOR POINTS

Points earned during a stage are traded for gold after completing the stage. The higher the Rate is, the higher the difficulty but the more gold you will receive upon completion.

2 PLAYERS IN XTREME MODE

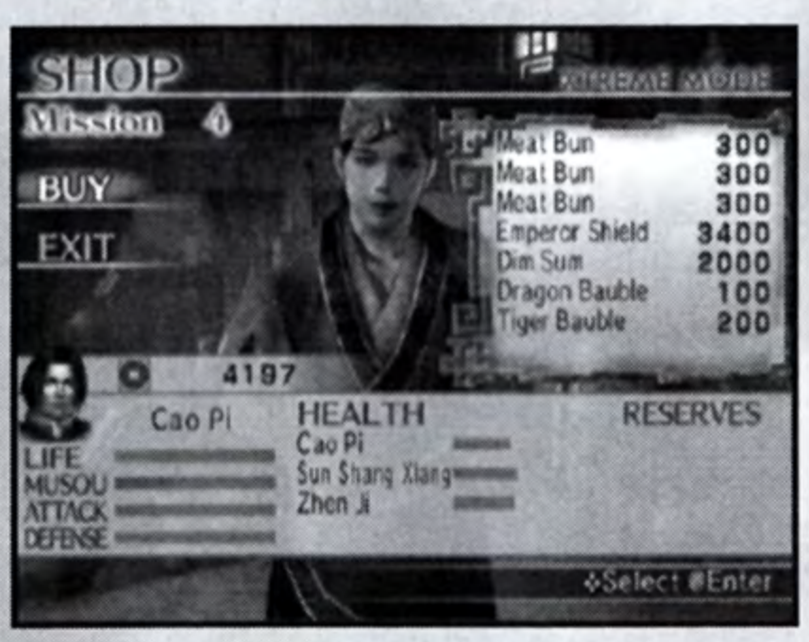
If there is an ally participating in battle (P.26), a second player may control that ally. Press the START button on the second player controller when you see "2P PRESS START" while in the "PREPARATION" or "SELECT DESTINATION" screen.

2P LIMITATIONS

- Cannot equip items
- Cannot improve weapons
- Cannot benefit from using ability boosting items (except healing items)
- If Player 2 acquires an ability boosting item, the effect goes to Player 1.

*Player 2's abilities will increase along with the other allies (P.26).

Shop



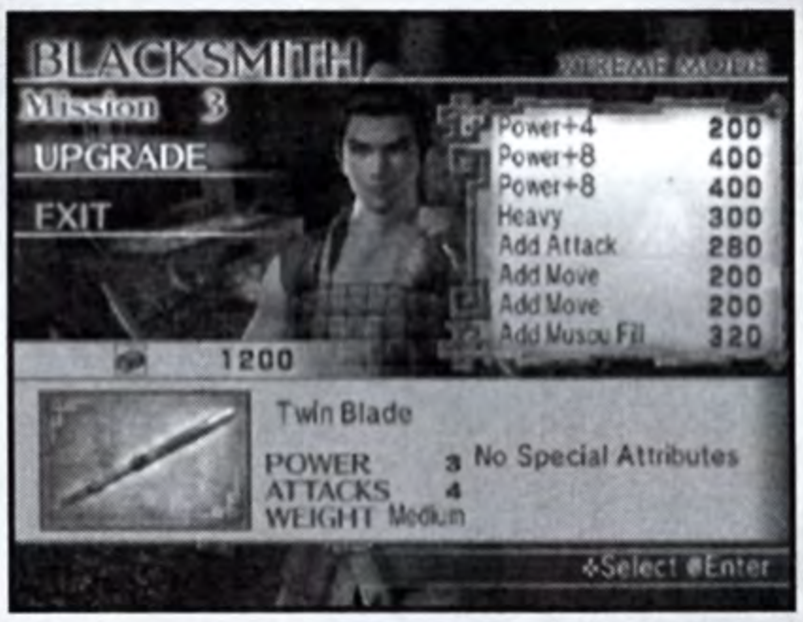
You may buy items in a region where there is a Shop.
*The amount of gold you start the game with will depend on the character.

ITEM PRICES

Prices for items will increase depending on how many you buy. Items are cheaper in your Home region.

RECOVERY ITEMS	Meat Bun / Elixir	Recovers health for you and your allies (no effect on reserve troops). Effects take place immediately after purchase.
ABILITY BOOSTERS	Bronze Sword / Dim Sum	Boosts your abilities and increases the maximum capacity for gauges. Effects take place immediately after purchase and remain active.
ALLIES	Invite [Officer Name]	Make an officer your ally (P.26). They remain your ally after completing a stage.
OTHER	Harnesses / Special Items	Items are only good for the current stage.

Blacksmith



You may improve your weapons in a region where there is a Blacksmith.
You can also add attributes to your weapon which will increase your abilities such as "Attack" or "Speed" (P.36) or allow you to perform Evolution Attacks (P.43).
*You may add up to a maximum of 5 attributes.

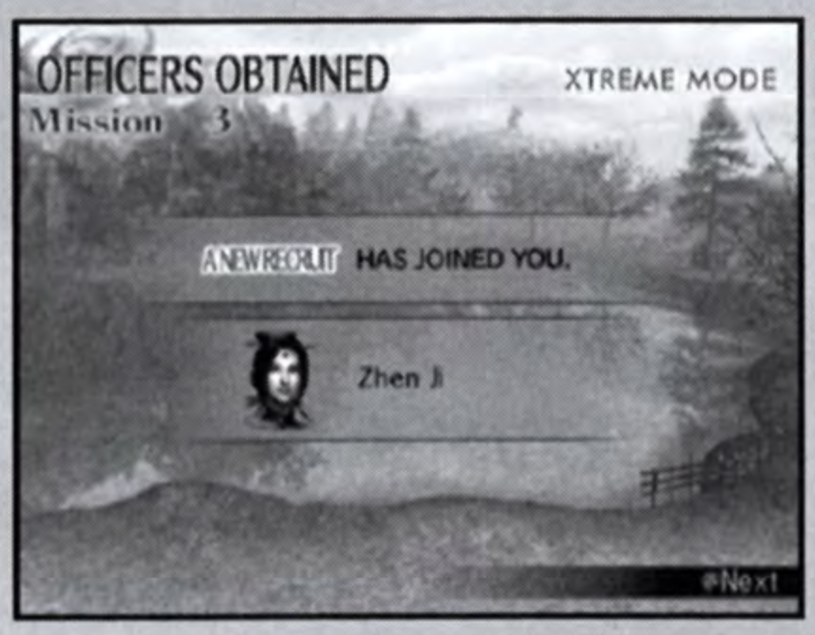
IRON

You will need Iron in order to make improvements. Iron will appear after defeating an enemy officer or by destroying crates (1 Iron item = 100 Iron points).

WEAPON RANK

Depending on the types of improvements you make, your weapon's rank will rise. There are 4 levels of rank (P.36). The name of your weapon will change according to rank and special abilities. For example, higher level combos become possible and Musou Tokens will appear after every 100 enemies defeated.

○Make an Ally



You can make up to 6 allies, of which 3 may join you in battle.
Your allies will follow your lead and may use special abilities to aid you.
*"ORDERS" cannot be given and Double Musou Attacks cannot be executed (P.41).

HOW TO MAKE ALLIES

- Give an invitation while at the Shop (by purchasing "Invite [Officer Name]").
- Fulfill objectives during a stage.

*You cannot make more than 6 allies.

GROWTH FOR YOUR ALLIES

Weapons may not be improved. Your allies' abilities will grow as follows:

LIFE	Life Meter will increase after each mission(participating in battle will result in greater increases).
MUSOU GAUGE	Fixed.
ATTACK/DEFENSE	Changes according to difficulty settings.

SWITCHING ALLIES

If an ally is defeated during battle, he/she is captured by the enemy and is lost. If you have other officers in reserve, you may select them in the "Preparation" screen by selecting "Switch Officers" (P.24). Reserve officers will regain a little life after clearing a mission.

THINGS TO REMEMBER

1. Confirm locations in the Battle Log

Whenever you are requested to do something, all relevant locations will flash on the complete map. Be sure to check and see if you missed any key locations by using the Battle Log. All important locations will be displayed in yellow.

2. Good or Evil?

From time to time, you will be asked to steal treasure from storage houses and plunder villages. Whether you choose to walk the path of good or evil is entirely up to you. Your decisions will affect who may become your allies and the story in general.

3. Make Enemies

When approaching allied officers, their name and life gauge will sometimes turn red. If you attack them, they will turn against you. If you do not wish to fight them, be sure to keep your distance from them.

4. Defensive Battles

If you select a normal mission while a Defensive Battle or a Suppression is available, your Unification score will decrease. Keep an eye on your Unification score as facilities may be destroyed and territory lost if it becomes too low.

○Important Battles

An important battle will take place every 5 missions. You will be able to expand your territory by winning these battles. Important battles will appear at the top of all other destinations when you select "Destination."

DESTINATION
XTREME MODE
Mission 10
2P PRESS START
SHOP
RATE 3.5
The ruler of this kingdom was slain by Cao Cao and the area is now in turmoil.
Wage a battle to win your own kingdom.
SHOP
RATE 2.8
We've received word that a large unknown weapon has been sighted in the area.
They say that someone is planning to raid a small and wealthy village in the area.
SHOP
RATE 2.2
A veteran warrior A is in the area looking for someone to test his skills against.
Rumor has it that somebody here has the Recovery Pouch.
✥Select ●Enter ●Back

Important Battle

TYPES OF IMPORTANT BATTLES

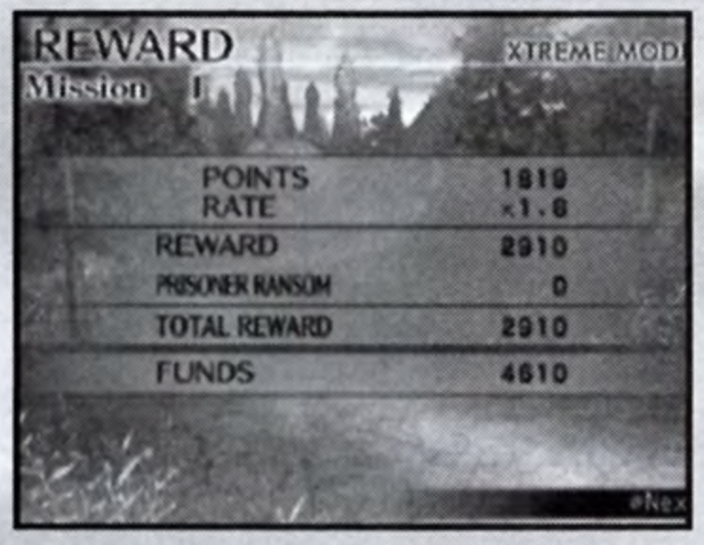
SUPPRESS	Suppress the rebels.
ESTABLISH	If victorious, you will establish your own kingdom. Subsequent missions within your kingdom will sell items for less.
INVADE	Invade other territories. If you are victorious, your Unification score increases (after you have established your territory).
DEFEND QUELL	Rebellion Suppression missions occur on mission turns that are not a multiple of 5. If you choose a different mission when this is available, your Unification score goes down and you may lose some territory.
UNIFY	Occurs when your Unification score reaches 80. If successful, your Unification score will no longer decrease.

BUILDING FACILITIES

Go to the Shop and purchase the "Escort Craftsman" letter. If you successfully protect the craftsman, your building level increases, allowing for facilities to be built. Facilities will give you bonuses after completing a stage.

Level 1	None	None
Level 2	Market	Gives you gold after completing a stage.
Level 3	Foundry	Gives you iron after completing a stage.
Level 4	Stable	Gives you a saddle every mission you clear that is a multiple of 5.
Level 5	Hospital	Replenishes your health (as well as your allies') after completing a stage.

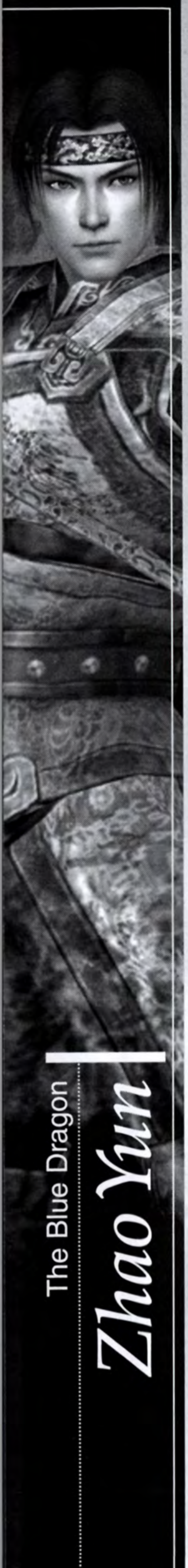
○Ratings in Xtreme Mode



Your results are displayed after completing a stage. You may exchange your Points for gold using the Rate (P.24).

PRISONER EXCHANGE

If you already have 6 officers, any officers you have captured will become prisoners. You may ransom your prisoners for gold.



EDIT MODE

Create an original character (Edit Character) here.

You may use your Edit Character in the Legend and Xtreme Modes. You may also use your Edit Character in Musou Mode (Player 2 only) and Free Mode (P.8). Select your Edit Character from "Other" in the Select Character screen.

Create a New Officer

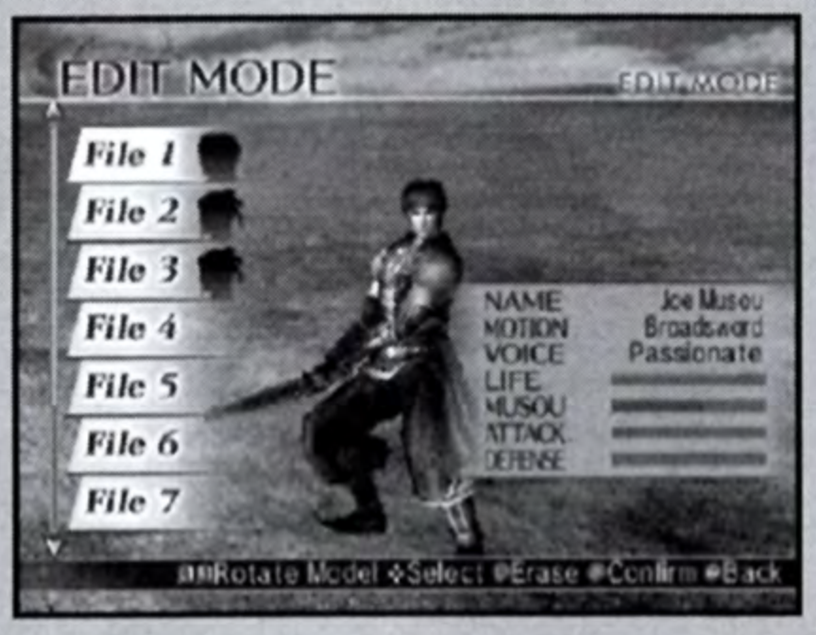
1. Choose a File
Choose an empty file (one with no shadow of the character's head).

2. Enter Name
Choose "NAME" and name your new character.

3. Select Gender
Choose a gender. Depending on gender, the type of face, clothing and voice will vary.

4. Other
Set all other features such as face, body, clothing, motion and voice. The type of weapon your character may equip will depend on what Motion you select.
*Types of clothing will increase by fulfilling certain requirements during Destiny Mode.

5. Finish
Select "FINISH" and your character will be complete.
*You must save your game if you want your settings to remain.



INPUT NAME
EDIT MODE
NAME
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 ← - =
! ? $ / ( ) < > . , '
CONFIRM
Rotate Model ✣Select ●Erase ●Confirm

Changing Clothes

You may change your character's clothing by choosing an already made character.
*Changing a character's clothes will not affect abilities or weapons.

Delete

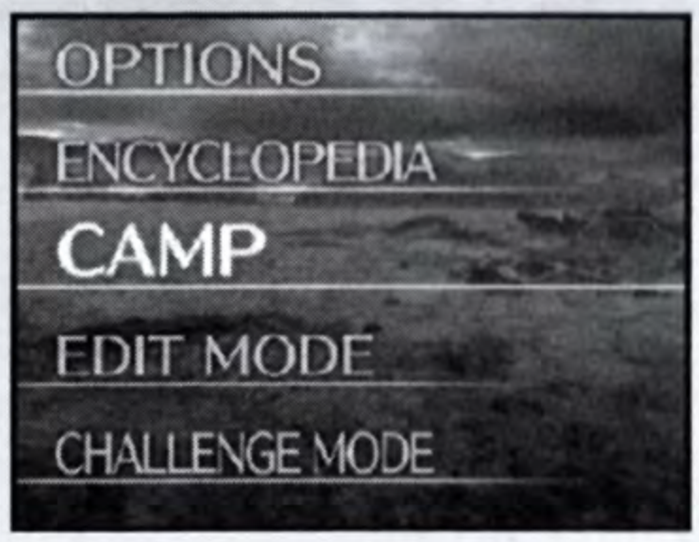
Choose a character you wish to delete and press the ◉ button.

Saving Your Settings

You will be asked whether you would like to save your game or not when returning to the Main Menu.
*You will lose all settings for that character if you return without saving.

USING POWER-UP ITEMS

You will acquire power-up items by clearing the Legend Mode, Xtreme Mode, Musou Mode and Free Mode (P.8). You may use them to power-up a character or a weapon by going to CAMP and selecting "POWER-UP."



How to Power-Up

1. Select CAMP in the Main Menu.
2. Select POWER-UP
3. Choose a character you wish to power-up and press the ✕ button.
4. Press the △ button and save the game when prompted to save.

* Any improvements will be lost if not saved when returning to the CAMP screen.
* Unique Weapons (P.36) cannot be powered-up.

Return to Default Settings

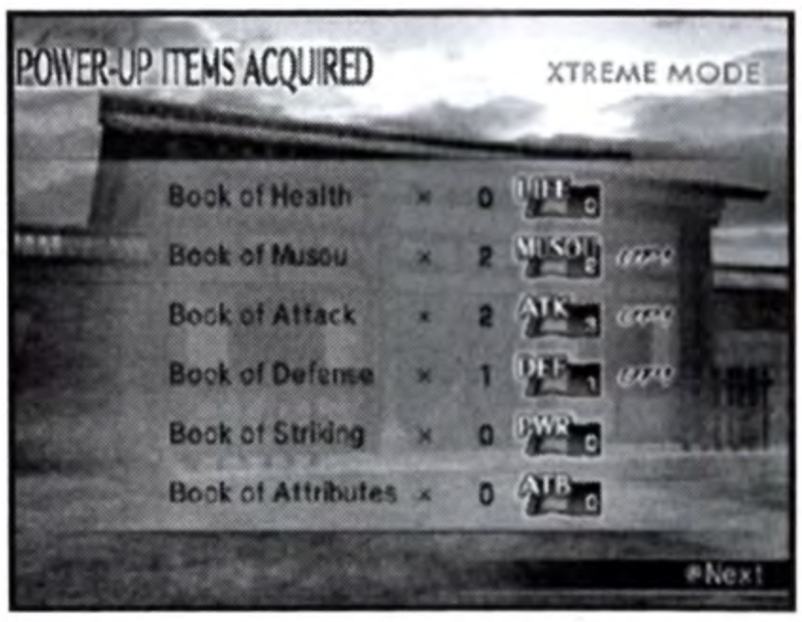
Select an officer and press the ○ button at the POWER-UP screen to restore default settings. If you restore your character to default settings, you will lose any abilities gained in previous battles.

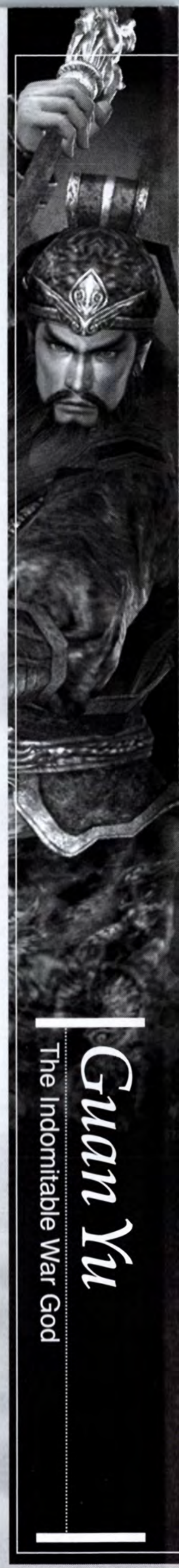
* Weapons will not be restored.
* Power-up items that were used to power-up your character will be lost.

HOW TO ACQUIRE POWER-UP ITEMS

● Legend Mode (Musou/Free Modes) (P.8)
The harder the difficulty level, the more items you will acquire. Power-up items appear randomly but weapon power-up items will only appear on Normal, Hard and Chaos difficulty levels.

● Xtreme Mode
The more stages you clear, the more you will receive and the easier it will be to receive weapon power-up items. If you select "Exit" to end the mode, you will gain extra items as a bonus.


POWER-UP ITEMS ACQUIRED
XTREME MODE
Book of Health × 0
Book of Musou × 2
Book of Attack × 2
Book of Defense × 1
Book of Striking × 0
Book of Attributes × 0
●Next



GAME CONTROLS

GAME SCREEN

The Game Screen from Legend Mode is used here. The Game Screen in Destiny Mode will differ slightly (P.18).

Enemy Information

Displays the name and affiliation of the enemy unit. Morale is indicated by the number of ☆. The number of ☆ decreases when either an enemy unit (especially an officer) is defeated or when a base is lost.

Enemy Life Meter

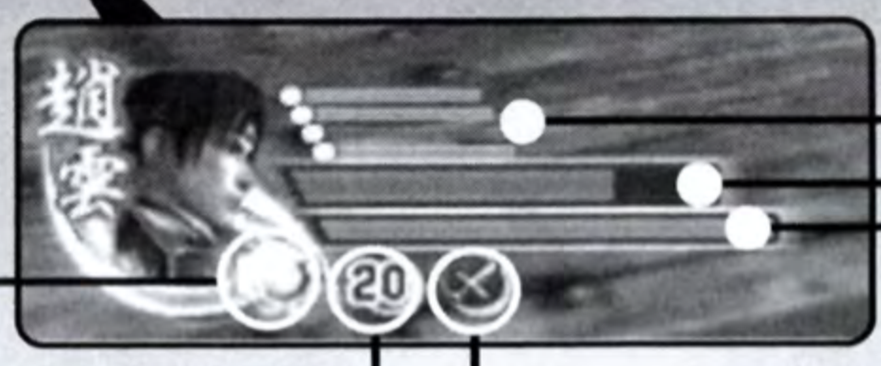
Displays the life meter of the enemy you are engaging. The enemy is defeated once the life meter reaches zero. When the enemy's life is greater than the length of the bar, a brighter color will be layered on top of the darker color.

Combo

Displays the number of hits in your current attack. Only combos of 5 hits or more are displayed.

Musou Rage Marker

If you have obtained a Musou Token (P.44), the Musou Rage marker will appear. Pressing the R3 button will activate Musou Rage.



Arrows

This number displays how many arrows you have remaining. Arrows appear as field items in game stages. The maximum number of arrows you can have is 99.

Bodyguard

Displays your bodyguard settings. Use the SELECT button to change settings (P.39).

ATTACK GUARD HOLD

Musou Gauge

When full, you may execute an Evolution Attack (P.43) or a Musou Attack (P.41)

(How to fill up the Musou Gauge)

- Inflict damage on the enemy
- Receive damage from the enemy
- Press and hold down the ◉ button
- Your Life Gauge turns red

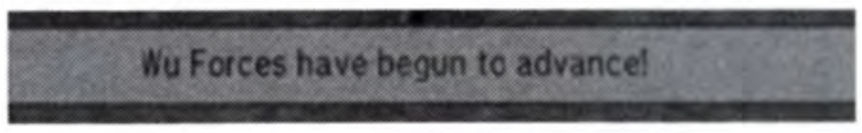
Morale

Blue: Allied Army
Red: Enemy Army

The longer your morale indicator is, the better the battle is going for your side. The gauge will change according to an army's morale.

Battlefield Message

Displays messages as battle conditions change. At the same, the location of battlefield events will be highlighted on the complete map.

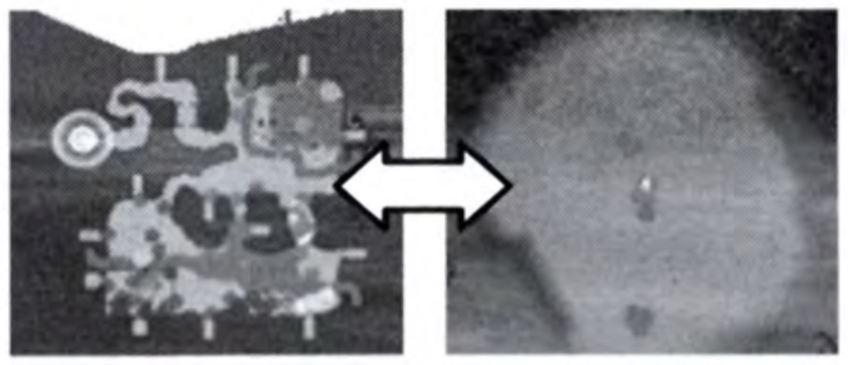


Time Remaining

Appears when you have 10 minutes remaining. The game is over when it reaches zero.

Map

Displays overall battle conditions and the player's location. Use the R2 button to toggle between map modes.



COMPLETE MAP | ZOOM MAP

- (Red)Enemy
- (Blue)Ally
- (Green) Player Character
- (Green) Bodyguard
- (Yellow) Horses
- (Yellow) Battle Area

* High-ranking officers are indicated by a more brightly-colored ●.
* Commanders are indicated by a glow around the ●.
* Horses only appear on the map when a harness is equipped and the horse is not being ridden.

K.O. Count

The number of enemies defeated.

Ability Bar

Displays the length of time a power-up item will increase an ability.

- (Yellow) Offense X 2 (30 sec)
- (Green) Defense X 2 (30 sec)
- (Blue) Maximum Speed (30 sec)
- (Pink) Musou Gauge Max (10 sec)

No Entry Mark

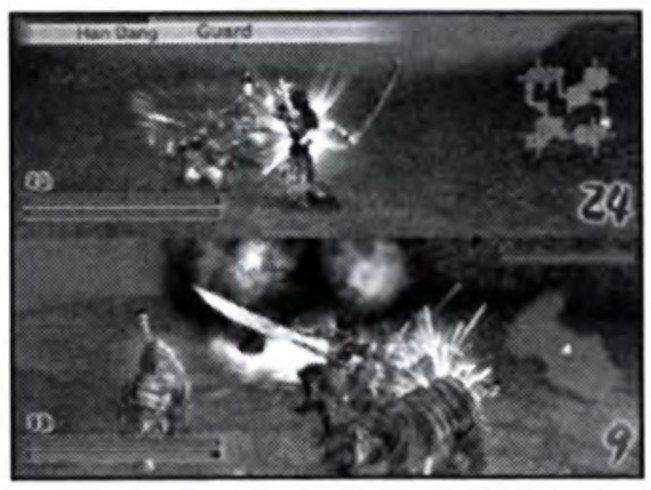
Indicates that you cannot advance beyond this point. If the mark prohibits horses and elephants, you may dismount and proceed on foot.

Life Gauge

Displays your character's remaining life. When you take hits, your life decreases and the bar will change color. If it reaches empty, the game is over.

2 Player Screen

In a 2 player game, the screen is split horizontally.



Name/Life

Pressing the L2 button will display the name and life of an enemy. When a character has more life than the length of the bar, a darker layer will be displayed over the normal bar.

Champion of Virtue
Liu Bei

INFORMATION SCREEN (LEGEND MODE)

The Information Screen appears at the beginning of each stage or when the START button is pressed during game play.

Attack Base	Defense Base	Supply Base	Checkpoint	Taken Base / Other
Ally	Ally	Ally	Ally	
Enemy	Enemy	Enemy	Enemy	Unidentified Base
Neutral	Neutral	Neutral		

Ally	Steed (when a harness is equipped)
Enemy	Player

○Preparation (Game Start Only)

WEAPON P.36

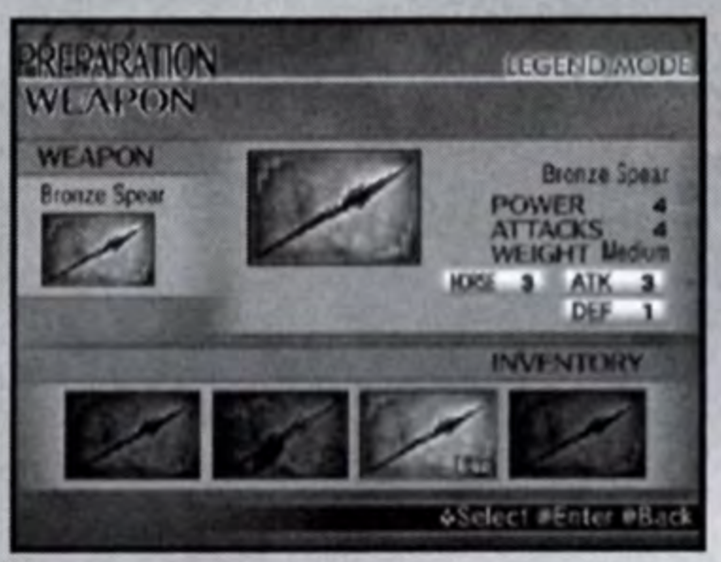
Choose a weapon you would like to use.

ITEMS P.35

Choose items you would like to use. There are 3 types of items: HARNESS, ORB and SPECIAL. You may equip only 1 HARNESS and 1 ORB during any time. You may equip up to 5 SPECIAL items depending on your character's level.

BODYGUARDS P.37

Choose a bodyguard that will accompany you. Bodyguards also earn Experience Points which make them stronger.



○Reviewing Information

Be sure to review Conditions and Unit Info before going out to battle. You may also confirm battlefield messages by pausing the game and using the Battle Log.

○Interim Save (Legend Mode)

You may save the game in the middle of play in Legend Mode. The number of saves depends on the difficulty level (P.6).

Novice/Easy:	Unlimited
Normal:	3 Saves
Hard:	1 Save
Chaos:	Cannot Save

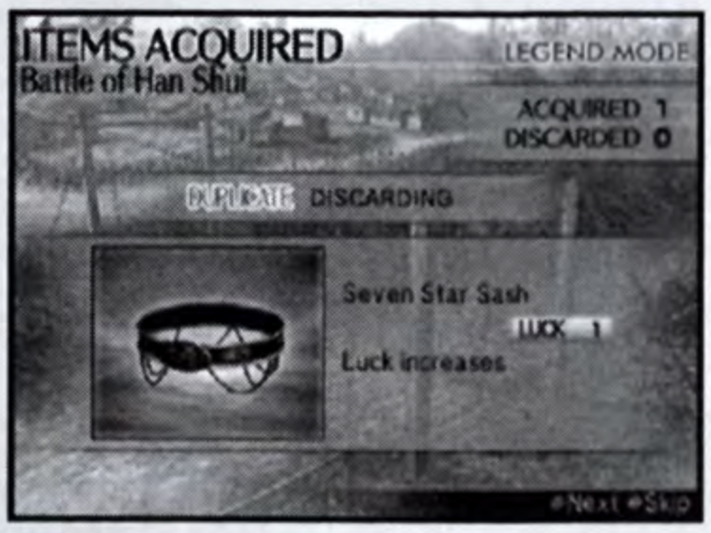
Information Screen for Destiny and Xtreme Modes
You may not equip items, select bodyguards or perform interim saves for Destiny Mode.
You may equip up to 5 specified items in Xtreme Mode. However, you may not equip weapons, select bodyguards or perform interim saves.

RATING (LEGEND MODE)

Your battle results will be displayed after completing a stage.

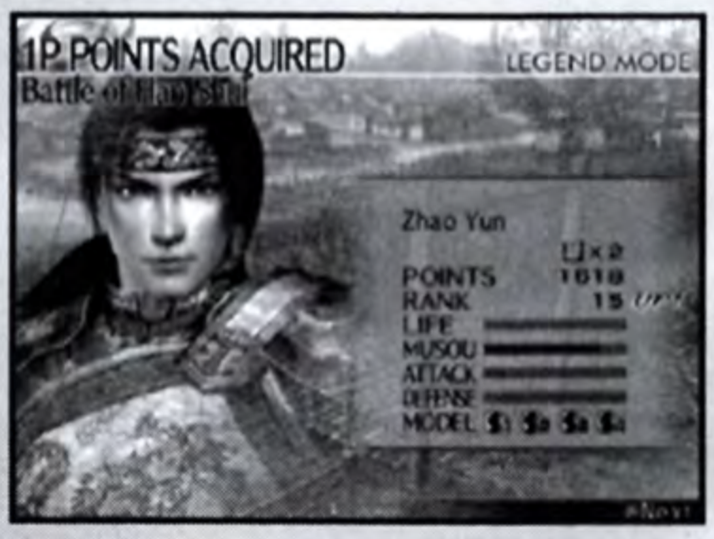
○ Items Acquired

Displays all items acquired during battle that can be equipped. When the same type of item has been acquired, the one with greater attributes will be kept automatically and the others are discarded.



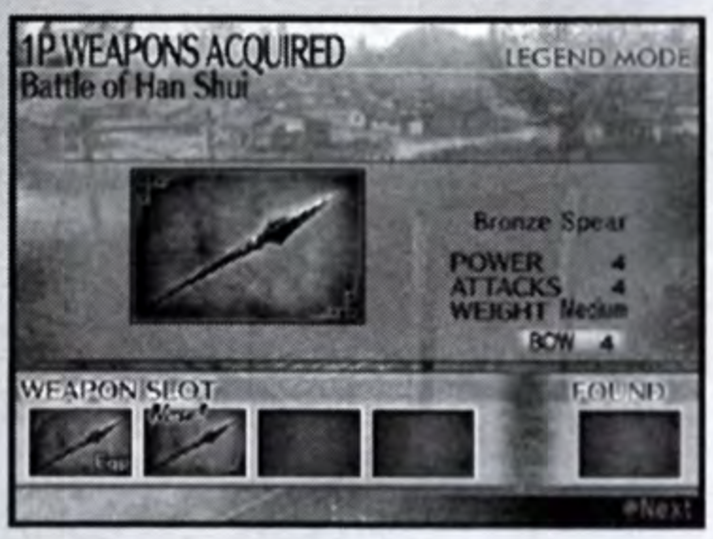
○ Points Acquired

Points are awarded according to the number of K.O.s and worthy opponents that were defeated. Points will enable you to rise in rank, allowing you to equip more items.



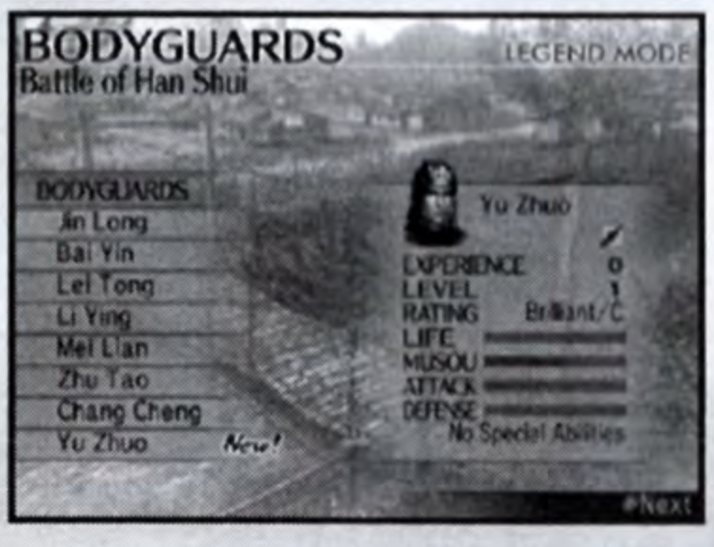
○ Weapons Acquired

Displays any weapons you may have acquired during a battle. You may keep up to 4 weapons; if you already have 4, you must decide which weapon to discard (P.36).



○ Bodyguard Rating

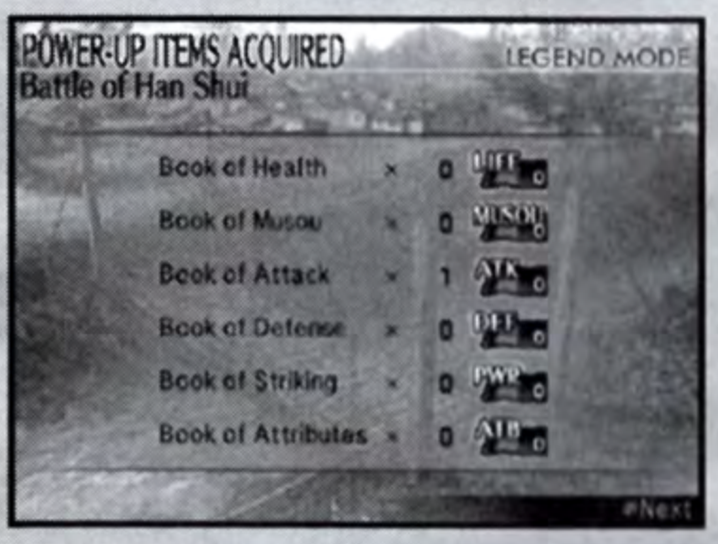
If you took a bodyguard into battle, this screen will display their stats and points. Experience points can reach up to 10,000. Shui Jing will give you an evaluation of your bodyguard's quality and development type (P.37). You may keep a maximum of 8 bodyguards at any given time. After obtaining 8, you will have to dismiss one if you wish to add a new one.



New Power-Up Items Acquired

This displays the number of acquired power-up items. You may use these items while at Camp to increase character attributes.

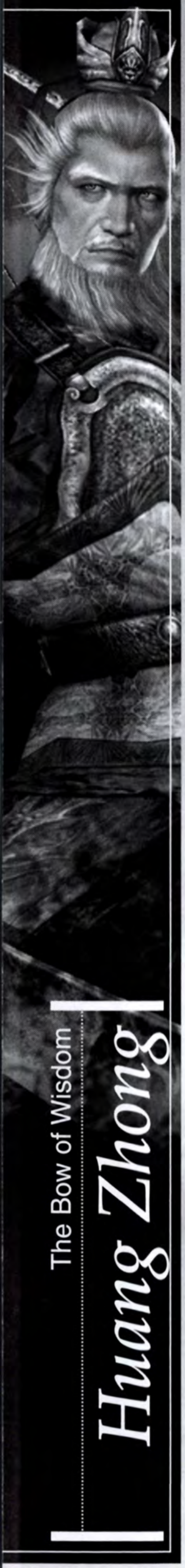
*You may keep up to 99 of each power-up item.


POWER-UP ITEMS ACQUIRED
Battle of Han Shui
LEGEND MODE
Book of Health × 0
Book of Musou × 0
Book of Attack × 1
Book of Defense × 0
Book of Striking × 0
Book of Attributes × 0
●Next

Ratings for Destiny Mode/Xtreme Mode

Please refer to the following pages for how ratings work in Destiny Mode and Xtreme Mode:

Destiny Mode: P.21 Xtreme Mode: P.27



REGULAR ITEMS

These are items that appear during a stage. You may pick them up by coming into contact with them. You may pick up items while mounted on a horse or elephant as well.
Items will disappear after a few moments so be sure to collect them quickly.

HOW ITEMS APPEAR

- Breaking a crate or an urn
- Defeating an officer, commander or captain

Recovery/Improvement
(Immediate effects)

Meat Bun
Life +50

Meat Bun x2
Life +100

Meat
Life +200

Whole Chicken
Life +400

Wine
Musou Gauge maxed out

Elixir
Life & Musou Gauges maxed out

Quiver
Arrow +10

Musou Token
Press the R3 button to enable Musou Rage

Temporary Ability Boosters
(Immediate effects)

War God's Axe
Attack x2 for 30 sec.

War God's Armor
Defense x2 for 30 sec.

Speed Boots
Speed maxed out for 30 sec.

Imperial Seal
Unlimited Musou Attacks for 10 sec.

Ability Boosters (Effective after completing a stage)

Bronze Sword
Attack +1

Iron Sword
Attack +2

Silver Sword
Attack +4

Private's Shield
Defense +1

Nobleman's Shield
Defense +2

General's Shield
Defense +4

Dim Sum
Life Gauge Max +10

Large Dim Sum
Life Gauge Max +20

Musou Wine
Musou Gauge Max +10

Rice Wine
Musou Gauge Max +20

Item Sack
Contains a unique item (P.35)

Treasure Box
Contains a weapon (P.36)

UNIQUE ITEMS

These items may be discovered by picking up "Item Sacks." If you equip these under the "Preparation" section at the beginning of a stage, your officer will gain special abilities and/or special skills.

Item Sack

Harness (Only 1 Harness may be equipped)

Your character will begin the stage mounted on a horse.

Red Hare Harness

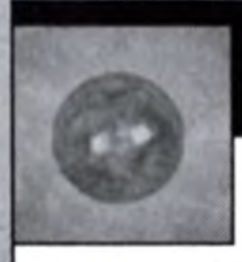
Begin stage mounted on "Red Hare"

Hex Mark Harness

Begin stage mounted on "Hex Mark"

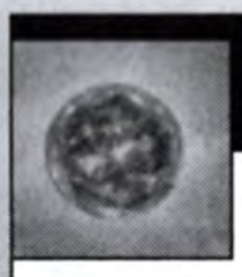
Orbs (Only 1 Orb may be equipped)

If equipped, your Charge Attack will become an Elemental Attack.



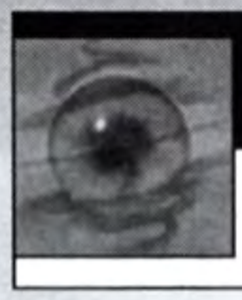
Fire Orb

Adds fire to your attacks, causing additional damage



Ice Orb

May freeze the enemy temporarily.



Shadow Orb

May defeat an enemy with one hit (depletes Musou).

Light Orb

Inflicts damage on enemy; penetrates their guard as well.

New Special Items (1-5 Special Items may be equipped)

Increases character abilities or add abilities. The level of the effect varies between 1-20. An additional 7 new items have been included.

Peacock Amulet

Increases Life Gauge capacity

Dragon Amulet

Increases Musou Gauge capacity

Wind Scroll

Increases attack range

Serpent Earrings

Attack ability increases after defeating 100 enemies

Naga Earrings

Defense ability increases after defeating 100 enemies

Dragon Arms

Allows you to jump during Charge Attacks

True Way of Musou

Increases the length of Musou Attacks

Vampire Arms

Recovers life by blocking an attack

There are other items you may get if you meet certain conditions.

WEAPONS (LEGEND/DESTINY MODES)

You can acquire weapons by finding "Treasure Boxes" that appear in the stage.

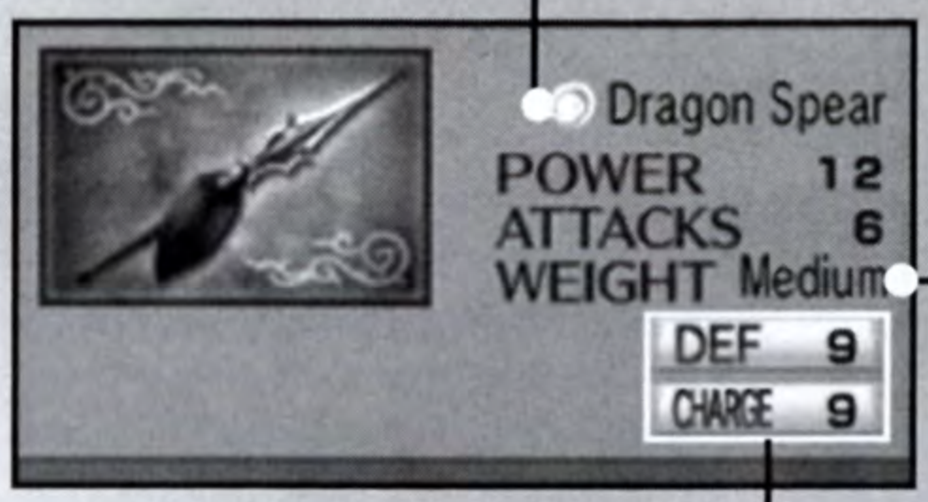
Treasure Box

Bronze Spear → Great Spear → Dragon Spear → Fierce Dragon (Unique Weapon)

Reviewing Information

Evolution Attack Indicator

After 6 hits, you can perform an Evolution Attack (P.43)



Weapon Weight

Light

Faster attacks but lower damage

Medium

Moderate speed and damage

Heavy

Slower attacks but higher damage

New You will not stagger if attacked while you are attacking.

Attribute Indicator

Each weapon has up to 5 attributes.

Life	Life Gauge maximum will increase
Musou	Musou Gauge maximum will increase
Attack (ATK)	Increases attack strength
Defense (DEF)	Increases defense
Speed	Increases speed
Bow	Improves bow attack and defense
Horse	Improves mounted attack and defense
Luck	Increases your chance of finding good items
Fill	Increases the speed at which the Musou Gauge fills
Charge	Increases Charge Attack strength

ACQUIRING UNIQUE WEAPONS

- Each character has a powerful unique weapon. In addition to their strength, they will cause a Musou Token to appear for every 100 enemies defeated.

- You may only obtain unique weapons if you set the difficulty level to Hard or higher and by fulfilling the conditions prepared for each officer.
- Unique Weapons cannot be powered-up by power-up items.

BODYGUARDS (LEGEND MODE)

These soldiers fight at your side and frequently come to your aid. Choose your bodyguard at the Information Screen (P.32). You may only take one bodyguard out to battle.

ROLE OF THE BODYGUARD

1. Follow orders (P.39)
2. Perform a paired Musou Attack (P.41)
3. Aid you with special abilities

When you and the bodyguard are near one another, an electrical bond will form, signifying that a Double Musou Attack is possible.

Bodyguard Development

A bodyguard's skill development depends on the number of Experience Points.

Bodyguard defeats many enemies!
Player fights well!
Bodyguard survives!

→ Bodyguard obtains points! → Bodyguard level increases! →

Abilities increase!
Level up!
Special abilities acquired!

Bodyguard Info

Elemental Attacks (P.37)

May become available as their level increases.

Fire Ice Shadow Light

Weapons

Depending on the bodyguard's weapon, their behavior changes when the player is in trouble.

Sword	Spear	Bodyguard will assist you with a Musou Attack
Staff	Bodyguard will assist you with a powerful Charge Attack			
Bow	Cross-bow	Bodyguard will assist you with a powerful Charge Attack
Fan	Bodyguard will heal you			

Shui Jing's Evaluation

Development Potential	Indicated by S, A, B, and C. (S is the highest and C is the lowest potential)
Veteran	It is possible to develop quickly later in stages
Brilliant	Initial abilities are high
Superior	Initial abilities are high and it is possible to develop quickly later in stages
Remarkable	Development is average

Special Abilities

Heal	The bodyguard will self-heal when in trouble
Rage	The bodyguard's Attack strength will increase when in trouble
Wall	The bodyguard's Defense will increase when in trouble
Fame	Player's army morale becomes less likely to decrease
Link	Even small combos will leave better items than usual (P.44)
Hire	After a battle, a bodyguard will definitely come to join you
Item	After a battle, acquired items will increase by 1 (P.33)
Find	After a battle, acquired weapons will increase by 1 (P.33)

BATTLEFIELD CONTROLS

How to move and attack within the game.

MOVE

Left analog stick/directional buttons

You may use either the directional buttons and/or the left analog stick for all controls in this section.

SHIFT MOVE

L1 button + left analog stick

Character moves while facing forward. Pressing the L1 button centers the camera from behind the player character. Hold the L1 button down and use the left analog stick to move your character.

POINT | You can also shift move while mounted on a horse or elephant and while using a bow.

JUMP

⊗ button + left analog stick

Character jumps in the direction the left analog stick is pressed. The height of the jump depends on how long the ⊗ button is held down.

POINT | You cannot jump while mounted on a horse or elephant or while using a bow.

MOUNT/DISMOUNT

Press the ⊗ button when next to or while mounted on a horse/elephant

Approach a horse until you see a light glow around its feet. Pressing the ⊗ button will allow you to mount the horse. Press the ⊗ button again to dismount.

POINT | If your character's level is not high enough, the horse may throw you off. Elephants are mounted/dismounted in the same way as a horse.

GUARD

L1 button

Hold down the L1 button to guard against the enemy's attack.

POINT | Pressing the L1 button will center the camera.

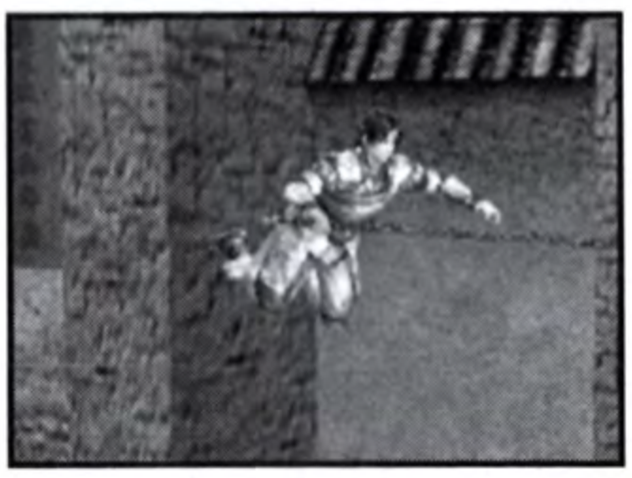
PARRY

Press △ while guarding

While guarding by pressing the L1 button, press the △ button right before the enemy strikes to perform a parry.

SOMERSAULT

Press the L1 button when knocked into the air



Regain control after being thrown into the air by an enemy attack.

POINT | There may be times where you cannot perform a somersault.

CHANGE BODYGUARD ORDERS

Use the SELECT button to change the orders for your character's bodyguard

Use the SELECT button to change the orders for your character's bodyguard.

ATTACK
Supports the player by attacking enemies

HOLD
Stay in current position and intercept enemies

GUARD
Will stay near and protect the player

* In Destiny Mode, the above is changed to ATTACK/HOLD/PREPARE AMBUSH (P.18).

Diao Chan
The Beautiful Dancer and Songstress

NORMAL ATTACK

button

Press repeatedly to perform a consecutive attack of up to 4-6 blows (up to 9 blows for the Evolution Attack).

POINT | The number of consecutive attacks is determined by the weapon's attack rating.

DASH ATTACK

Press button while running

A thrust attack. Effectiveness and type depend on the character.

POINT | Very effective when charging into groups of enemies.

JUMP ATTACK

Press button while jumping

Attack while jumping.

POINT | If you time it right, you may knock enemies off of horses and elephants. Also effective against groups.

JUMP CHARGE ATTACK

Press △ while jumping

Perform a charge attack while jumping. Effectiveness and type may vary among characters.

POINT | It is effective to press the △ button right after jumping. You can perform a combo after the enemy is knocked into the air.

MOUNTED ATTACK

Press the □/△/○ button while mounted on a horse or elephant

You can perform an attack while mounted on a horse or elephant.

POINT

- □ button — Normal attack
- △ button — Charge attack
- ○ button — Musou Attack (Musou Gauge must be full)

You can perform a stronger attack while mounted on an elephant.

BOW ATTACK

R1 button + □/△/○ button

Use the left analog stick while holding the R1 button down to take aim. Fire using an attack button.

POINT

- □ button — Normal attack
- △ button — Takes slightly more time but hits with more strength and stuns enemies
- ○ button — Fire shots in rapid succession (Only works when Musou Gauge is full)

MUSOU ATTACK

○ button

Each character has a unique Musou Attack. A Musou Attack may be performed only when the Musou Gauge is completely full (P.30). The Musou Attack will continue for as long as you hold down the ○ button or until the Musou Gauge is fully depleted.

POINT

The enemy cannot hurt the character during a Musou Attack. Use this attack for defense when you are in danger. When the Musou Gauge is full, the character will glow.

TRUE MUSOU ATTACK

When your Life Gauge is in the red, you will perform a "True Musou Attack" instead.

DOUBLE MUSOU ATTACK

You may execute an even more powerful "Double Musou Attack" if you work together with your bodyguard or with Player 2.

Conditions to execute Double Musou Attack

1 Player

Press the ○ button when your bodyguard's Musou Gauge is full and when the two of you are connected by an electrical bond.

2 Player

Player 1 and 2 must be within a certain distance and must execute the Musou Attack at roughly the same time.

A Man of Honor and Pride

Yuan Shao

CHARGE ATTACK

△ button

Perform a powerful attack unique to each character. Combine with normal attacks to produce various combos. You may perform special Charge Attacks by equipping Orbs (P.35).

CHARGE 1

Zhao Yun Invincible charge into enemies

CHARGE 1

Huang Zhong Fire 5 arrows at once

CONTINUOUS ATTACKS

NORMAL ATTACK 1

□ button

▶

NORMAL ATTACK 2

□,□ button

▶

NORMAL ATTACK 3

□,□,□ button

▼

CHARGE 2

□,△ button
Throw the enemy into the air

▼

Attack the enemy in mid-air by repeatedly pressing the □ button!

▼

CHARGE 3

□,□,△ button
Perform a dash attack

▼

Rush the enemy by repeatedly pressing the △ button!

Charge Rush

▼

CHARGE 4

□,□,□,△ button
Blow enemies away

▼

The enemies blown away will knock over any enemies they touch!

EVOLUTION ATTACK

Press the ■ button repeatedly after the 6th Normal Attack

This is an attack that will always come after the 6th normal attack. You may execute a simple 9-hit combo by repeatedly pressing the ■ button.

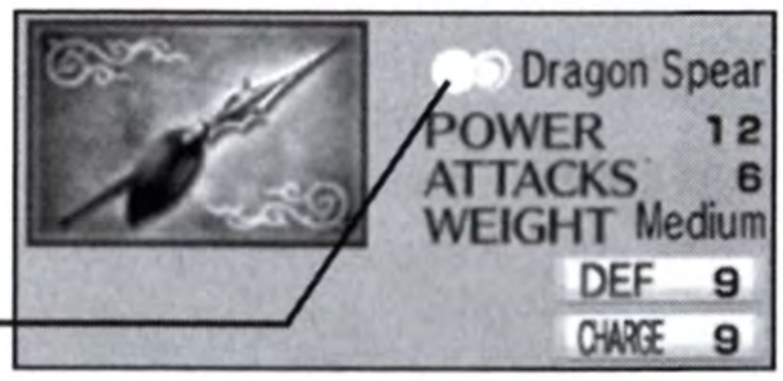
POINT

After the 6th normal attack, your character's hands will begin to flash. Your Musou Gauge will not decrease when executing an Evolution Attack.

Conditions for Executing an Evolution Attack

1. You must have an Evolution Attack capable weapon equipped
2. The Musou Gauge is full

Indicates Evolution Attack enabled



NORMAL ATTACK 4

■,■,■,■ button

NORMAL ATTACK 5

■,■,■,■,■ button

NORMAL ATTACK 6

■,■,■,■,■,■ button

CHARGE 5

■,■,■,■,▲ button
Knock a group of enemies into the air (Charge Shoot)

Charge Shoot

Additional attacks while the enemy is still in the air

CHARGE 6

■,■,■,■,■,▲ button
Execute a powerful attack unique to each character

Some officers can perform additional attacks after Charge 6

Evolution Attack

*In order to execute a consecutive attack of 5 or higher, a weapon that has an attack of 5 or higher must be equipped.

Zhang Jiao
The Teacher of the Way of Peace

MUSOU RAGE

Press the R3 button when Musou Rage indicator is displayed

For a fixed period of time, your character's abilities will increase. After picking up a Musou Token, you can perform the Musou Rage when the indicator is displayed.
A Musou Token may appear after defeating enemies or destroying crates. You cannot keep more than one Musou Token at a time.

Effects of the Musou Rage Attack

1. Your Musou Gauge is maxed out
2. Your attack increases
3. Attack speed increases
4. You will not be affected by enemy attacks
5. You may execute True Musou Attacks without having your Life Meter in the red

Obtain a Musou Token

Musou Rage Indicator is displayed

Use the Musou Rage against the enemy

ROAD TO VICTORY

When Stunned

Press any of the L1/R1 or ○/△/✕/□ buttons repeatedly to recover.

Weapon Deadlocks

Press the □ button repeatedly to knock the enemy away. If you lose the deadlock, your Musou Gauge will be completely depleted.

Create Combos

Defeat famous enemy officers and Guard Captains (attack and defense bases) with high-level combos. Ability boosting items such as swords or shields will be more powerful (Legend Mode only).

Watch out for an Enemy's Musou Attacks

When an enemy officer's body flashes red, it is a sign that he/she will perform a Musou Attack. Try to defend or dodge the attack. It is also possible to attack the officer right when they flash red, preventing the Musou Attack.

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